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MY KIND OF TOWN!

VECTORMAN
RASTER-BLASTING REVIEW

RAYMAN
EXCLUSIVE REVIEW!

MEGADRIVE
MICRO MACHINES '96

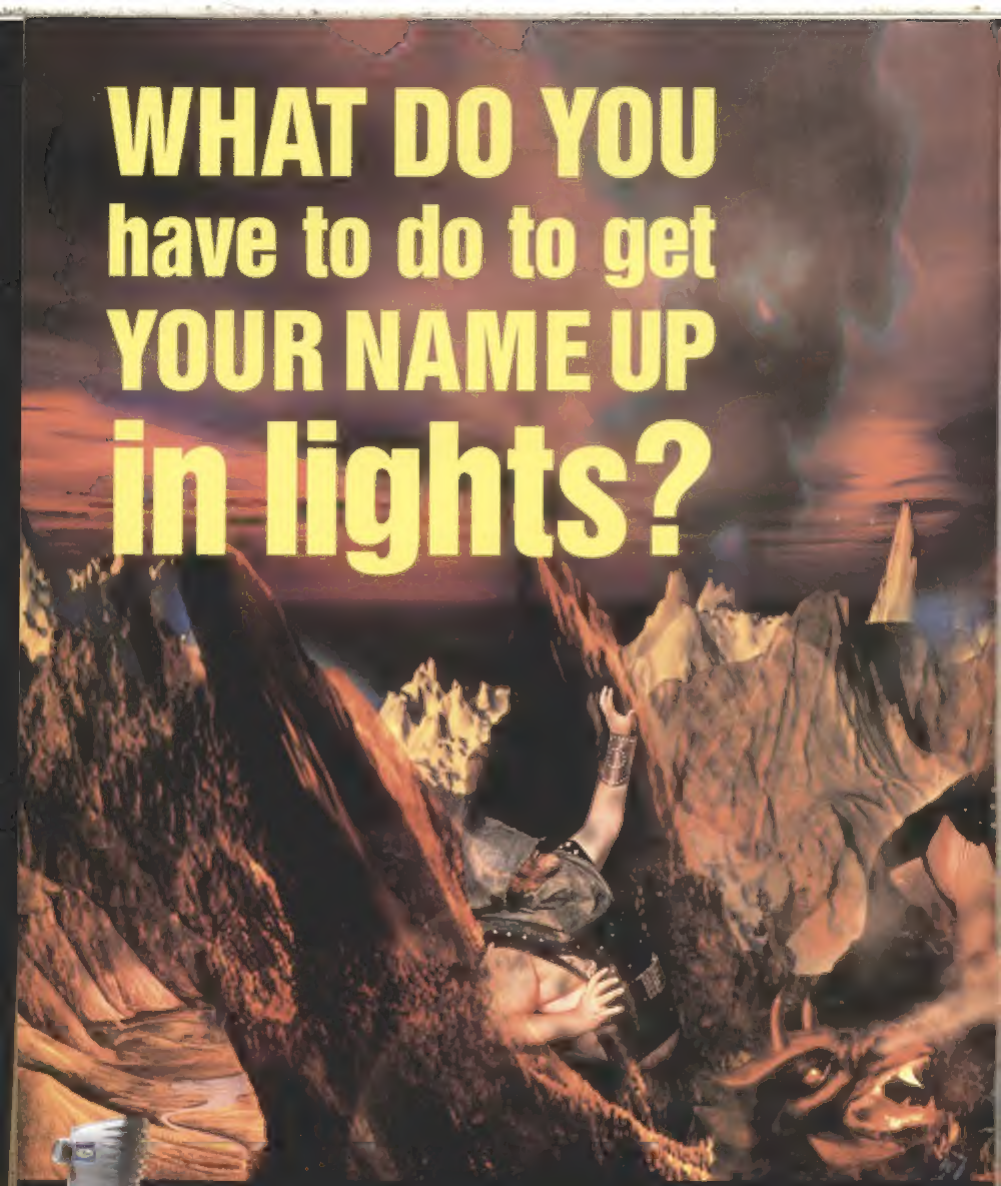
SATURN
SEGA RALLY

32X
DARXIDE

MEGA-CD
RDF

GAME GEAR
STREET RACER

WHAT DO YOU have to do to get YOUR NAME UP in lights?



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ON CH.4 P.438

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HYPER SCORE

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Despite all the traffic, noise and grime it's still a beaitiful world. Start building your own with Sim City 2000.

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Meanwhile, Tails' blue buddy tones in, turns on and flips out in this psychedelic puzzle game.

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It's incredibable. In fact, it's 'fantastic'. Etc. Rich?

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Eeeeek on a sidecar dropkick! Una paloma blanca! Etc. From Interplay.

Rayman takes all his apparent deformities with good grace. What a hero.

EDITORIAL

REASONS TO BE CHEERFUL

1. I was talking to some top developers in America (just had to throw in my expenses-paid trip there) and their comments about the Saturn were revealing and encouraging. Some people have been making sarky comments about the look of early Saturn games and it's, er, rivals: okay, let's make no bones about it – Sony's Playstation. But did you know that Playstation games are created using a series of libraries developed by Sony? At the moment, freedom to 'fiddle' with the machine beyond these is limited. On the other hand, the Saturn is open for programmers to exploit and explore, with its complex 8 processor structure. This makes it harder to get around at first, but many now rate it as a real "programmer's machine". Also, in some areas the Saturn is a dream machine: take textured polygons. On Sega's machine, you can texture every surface with no speed loss – on the Playstation, every single texture map takes a chunk of processor time.

2. Sega are excited about some of their future projects. They have every reason to be. I've just seen Virtua Fighter 2 running and it is AWESOME. Sega Rally you can see for yourself in this issue, but Sega are already looking to the next batch for 1996. We'll be bringing you each compelling reason to buy Saturn in the coming issues.

Gus

HAIRDO HELL

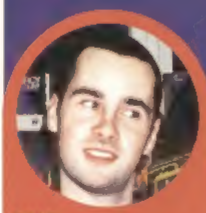
So sick were we of dishing out cash to any tom, dick or harriet who sent in a picture of a bad haircut, we decided to dredge our bottom drawers for some pictures so we could cop a few quid for ourselves...

GUS

Angus very conveniently 'forgot' to bring an embarrassing picture from home, despite the fact we told his mum to remind him several times. In desperation, we trawled the archives of the British Museum and discovered a long-lost portrait of a distant ancestor. This foppish beau, oft caught spying for Mary Queen of Scots in the court of Elizabeth I, was ultimately hanged for treason. The resemblance is quite remarkable.

HAIRDON'TS

The MEAN MACHINES team recall their most disastrous attempts at styling self-improvement.

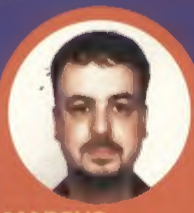


GUS

Angus plummed the depths of buzzcut banality a few weeks ago when he dyed a small patch of his bristles with the Sega logo, in fluorescent blue. He then attended the prestigious ECTS event at Olympia. Without a hat. For two whole days. "I had to," he shrugs, when asked to explain this mystifying behaviour. "I couldn't get the Mr Byrite logo on there – it's got two many letters in it." Gus is hoping to set up a face-painting stall at the next event. Which he plans to attend dressed as Cool Spot.

CLAIRE

"I've only really had three hairstyles," says Claire, who remembers the days when such things were rationed. "When I was at junior school I had my hair cut in a really trendy bob like Purdey from The New Avengers. Everyone used to call me Purdey." Unsurprising really. Claire strenuously denies that her lack of personal hygiene causes bits of food and assorted snacks to lodge between her strands for days on end. And the story about a small family of chaffinches nesting in her pigtails is apparently cobblers as well.



MARCUS

When Marcus was 16 he embarked on a voyage of tonsorial discovery when he decided to colour his hair. "Unfortunately," he grimaces," all I could lay my hands on was a can of gold hair dye. I spent ages in front of the mirror applying layers of this stuff which just went a dull bronze colour. It only went gold when I'd practically used up the whole can and this stuff was dripping down my head. I was later struck by a reference to a boy dying his hair gold in a Morrissey song and realised our destinies were inextricably intertwined." Hmmm.

MARCUS

"This wasn't taken that long ago really," admits Marcus. Who also admits he looked like a bit of a girl. "I got sick of all the heavy metal jokes. And all the scratching – it made my head very itchy when it was hot so I cut it off. My hair, that is."

CLAIRE

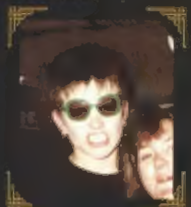
"I had this done when I was 21," says Claire. "I'd had the same haircut for 15 years and I was really bored with it so I had a nice perm. It made my face look fat, though, so I grew it out." Her hair, presumably.

LUCY

We'd need a special issue for the most bizarre corners of Lucy's photograph album, but she specially selected the highlights for us...

1

"This is me when I was 14. The picture was taken in a train station in Italy. My mum doesn't cut my hair any more."



2

"This was a year later, on a skiing trip. I'd had it cut short to make my head more aerodynamic on the slopes."

3

"A few months on, and I was going through my Hazel O'Connor phase. I've still got the dungarees."

4

"I drifted around Europe and eventually fell in with the Human League, who were touring for the first time. They kicked me out after a while and Phil Oakey stole my fringe. He still hasn't given it back. Git!

LUCY

"I've had loads of hairstyles," says our new picture munchkin, Lucy Hill. "When I was 12 I had blonde tips and I got sent to the headmistress. She told me to get them cut out so I had a flat top and then I had a skinhead. Trouble was, because I've got a deep voice everyone thought I was a bloke and called me Manhill. I went through a Brylcreem phase as well. I remember one teacher told me it looked like someone had tipped a pan of chip fat on my head." More from the hairdressing masterclass next month.

GAG OF THE MONTH

This issue, we dust off fond memories of the immortal Blackadder. Well, he wasn't that immortal because he got bumped off in the end of the last series, but anyway, he goes.... BLACKADDER: That's Mad Angus MacMad. Last year's winner of the Mr Mad competition. Next month: Monty Python's Flying Circus.

HAIR BEAR BUNCH

BIG TED
Steve 'Tam-o' Merrett
BUNGLE
Gus 'eighties scenario' Swan
CLAIRE BEAR
Claire 'gut rot' Coulthard
CARE BEAR
Marcus 'exterminate' Nearn
NOOKIE BEAR
Lucy 'champion' Hill

POLAR BEAR
Ed 'heavy concept' Lomas
FREELANCE GRIZZLY
Dave 'party animal' Kelsall
AD BEAR
Liza 'now it's legal' Merrett
TRIP HOP TEDDY
Ian 'tricky' Thompson
WINNIE THE POOH
Tina 'ECTS' Hicks

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Shan....Richard....Gus....Stef....Rupert....cat.... Popstarz....District....Sherbert....Diet Tango....Dead or Alive....Marie Claire....late night coffee....singing....appointments.... appointments.... resolve.... party.... Pierre.... Pierre.... Pierre....

NEWS

NEWS SPECIAL

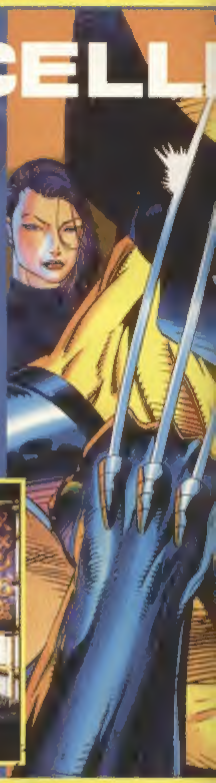
YOUR XCELL

NEW GAME BY SCAVENGER
FORMAT 32X

The hottest title from Sega's hot contract developer, Scavenger, is their X-Men game for 32X, which is set to redefine the power of the machine. MEAN MACHINES has managed to obtain two exclusive screenshots of the latest 'build' of the game, which is due for release just before Christmas.

In the current demo you play as Wolverine, but other X-men characters will feature in the final version, with different level scenarios for each. Scavenger have used their spatial algorithms to create the 3-D environment, the fastest moving seen on the 32X.

Gameplay-wise, X-Men has a strong Doom influence, with baddies appearing from doorways and along corridors, but here your responses are all the fantastic powers of the X-men team, rather than puny fire arms. Expect more on this in the next issue.



Who wanta a stock car or a rally car when you can drive one of THESE!

NEW GAME BY SEGA
FORMAT ARCADE

ADVENTURES OF INDY

The next storming Sega coin-op to hit will be Indy 500: unveiling the latest incarnation of AM2's Model 2 board. This takes the amazing visuals from Daytona to the next level, with a higher polygon count and textured detail of a higher resolution. The race setting is the American Indy circuit (America's variant on Formula 1) except the tracks are simpler, the racing dirtier and more dangerous, with 30 or more cars crammed onto narrow courses. Even better, the game is certainly slated for a Saturn release, with conversion work already underway. We guess that Indy may well be in the home within the first half of 1996!

ENCIES!

NEW GAME BY
CAPCOM
FORMAT
SATURN

At last! The first concrete Saturn pics of X-Men: Children of the Atom on Saturn which is undoubtedly Capcom's best arcade game of the moment. In classic Streetfighter 2 style, the X-men team face each other and their greatest foes in a one-on-one beat 'em up. The game's greatest asset is its cartoon-style graphics, with huge player sprites.

Children of the Atom has already been signed to Acclaim for exclusive European release, and they've scheduled it for January on Saturn – beating the Playstation version.

A frosty reception, a ring of fire and a great big bloody sword in X-men.

NEW GAME BY
JVC
FORMAT
SATURN

SPLIT ENDS

Split Realities is another addition to JVC's ambitious Saturn pre-Christmas release schedule. A new slant on the platform/beat 'em up genres, it features an athletic young man tackling the baddies that tend to congregate in alternate universes. With a range of animations and sombre backdrops reminiscent of the seminal Flashback from Delphine, depth is added to the game by the use of objects to solve related puzzles. Size, in this case, also matters, with a large number of projected levels. Split Realities should follow on from JVC Boxing and Deadly Skies.

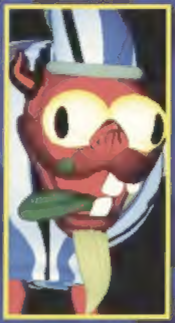
NEW GAME BY
SEGA
FORMAT
ARCADE

FOXY FORCE!

With the Saturn release of Virtua Cop only a Heartbeat away (chortle), news of the follow-up, on both arcade and Saturn versions comes forth. Virtua Cop 2 uses an enhanced Model 2 machine. But what about the new busty officer on the Force – Janet Marshall? She's apparently a police psychologist, which means she particularly enjoys blowing out nutters brains and then examining them. She joins her two male partners for a bout of rough justice.

JOHNNY B. GOOD!

NEW GAME
BY
US GOLD
FORMAT
SATURN



Where have US Gold been? Rocking and rolling it would seem from their newest effort – Johnny Bazookatone. Johnny is a next-generation platformer starring a bequiffed character in possession of a strong sucking guitar.

He wanders through 20-odd levels of bizarre imp characters, attempting to return the music to the world. The developers have created some sumptious render graphics of immense proportions to fit out both foregrounds and sprites.

The gameplay has been designed to integrate the various levels together, with simple object manipulation leading to puzzles. One scene has you arguing with a large bouncer, and there are various ways to effect an entry depending on what you have found.

As Johnny Bazookatone has a musical theme, the effort put into the soundtrack has been suitably large. The music programmer has his own band, and was given six months to jam before spending a year putting all kinds of diverse music styles into the game. Does it rock? Wait until January to find out.

TOH SHIN DEN

NEW GAME
BY
TAKARA
FORMAT
SATURN

No tedious headline puns, because you can't really do much with Toh Shin Den, can you? Anyway, if you don't follow the Playstation gossip, Toh Shin Den is one of their top launch games. Now, rather sadly for them, Sega have announced a deal with Takara, the game developers, for an enhanced version to appear before Christmas.

Takara's inspiration is Virtua Fighter, as Toh Shin Den features similar virtual arenas, but there's also a touch of Takara's other coin-ops; Fatal Fury and Samurai Showdown. The Toh Shin Den crew are all a bit weird with magical, rather than physical, special attacks. Some of them even wear skirts.

Toh Shin Den should be worthy of multi-page attention soon, until then look at these screenshots.

DEF JAM

NEW GAME
BY
GT
FORMAT
SATURN

GT Interactive have also taken on one of Britain's best known developers – Millennium, and their new Sci-fi epic: Defcon 5. It's all completely serious and grown-up, unlike Millennium's wacky James Pond games, as these screen shots testify.

It's been called 'Die Hard in space' with the game set in the 23rd century within the space mining operation of a large corporation. You play an engineer in the weapons division, out to restore the defence system for the mines, which fellow workers have deviously deactivated. Your own computer interface must be explored and practised with to enable you to play the game effectively.

First-person perspective graphics mix with FMV, though GT claim this is the closest to a truly interactive movie that anyone has come, with Millennium putting in two years of development.

A BIT OF AN ANIMAL

NEW GAME BY
FORMAT SATURN

Bizarrest announcement of the month. Apparently the meaty finger character made famous by the [illegible] is due to star in his own video game. Details beyond this are sketchy, apart from the end product 'reflecting the mad character' of the adz. Maybe next month we'll know a little bit more, even his name. Until then, any bets on it being a platform game?

HEXCELLENT!

NEW GAME BY
FORMAT

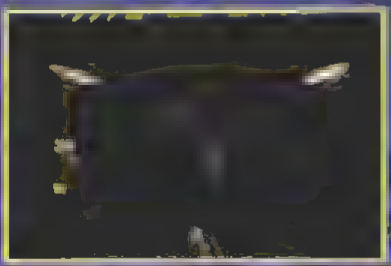
[illegible] (the guys who dreamt Doom up) to convert their Heretic [illegible] and it's a brand new sequel, [illegible] Both are [illegible] named, but [illegible] technology, and the current plan is to create a Heretic/Hexen best-of combo. Strangely enough, it should make it out before the Saturn conversion of the grandaddy of them all — Doom.

INTREPID TRILOGY

NEW GAME BY
FORMAT

The history of Alien [illegible] has been almost as [illegible] comics from which it [illegible]. Okay, that may be overstating it a [illegible] but there have been some [illegible] A 32X version – no [illegible] Mercury – and a preposterous [illegible] computer 'art' simulated [illegible]

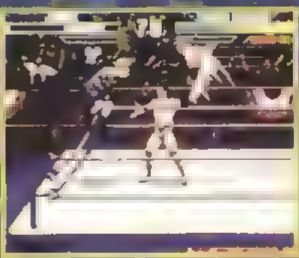
[illegible] see it, here on Saturn. It's [illegible] Doom-clone, but also [illegible] in roles the likes of [illegible] players, [illegible] experts motion capture on both [illegible] effects. And this [illegible] big title is due for release in January. And did you know Sigourney Weaver has signed up for Alien 4? Despite capping it in Alien 3.



RAW POWER

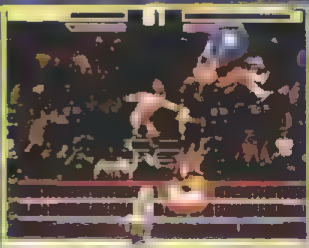
NEW GAME BY
FORMAT SATURN

Scenes of utmost beauty as the [illegible] enjoy [illegible] Raw game put a raw ride at MEAN MACHINES, [illegible] about this new title. The [illegible] alive, with great [illegible] each with a [illegible] special [illegible] Thankfully [illegible] smack each other around, and the game has a [illegible] feel. Can't wait for a review copy.



WWF Raw in action, and it grabbed the attention of many of the visitors to the ECTS show. Even if you have no interest for these dorks in tights, you'll probably enjoy this.

Claire, what's the big idea? Do you think



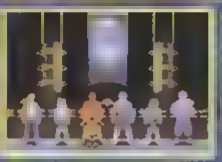
GAME ON!

The Game Gear renaissance continues with a clutch of new titles

POWER RANGERS

NEW GAME BY

Mighty Morphin' [illegible] unsurprisingly, a film license that drops everyone's favourite [illegible] number of [illegible] beat 'em up [illegible] sections. The different [illegible] – every game, [illegible] each one – are possible. All [illegible] baddies, all the tight suits and all the appalling dialogue are here in a game that presents as good a scenario for a beat 'em up as any.



MADDEN '96

NEW GAME BY

This [illegible] two conversions of [illegible] sports titles from Electronic Arts' [illegible] range. Madden '96 sees your circular host, the genial Mr Madden, shrunk down to miniscule [illegible] to host another [illegible] two [illegible]

ARENA

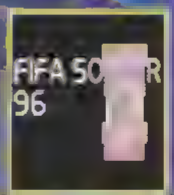
NEW GAME BY

Arena is an [illegible] stab at an isometric [illegible] set up. Set in a giant warehouse, you run from room to room, combating such menaces as parading robots, trigger-happy guards and electric fences in your quest for the keys you need to open doors to the next level. The game features over two hundred [illegible] according to Ocean, will stretch the little black box further than it's been before.

FIFA '96

Another leading [illegible] the Game Gear's FIFA [illegible] tournaments and [illegible] FIFA fine tuning and [illegible] than Subbuteo, and considerably less [illegible] play on the train.

NEW GAME BY



PGA '96

If a stroll along the fairway is more your idea of fun, the Game Gear version of PGA Tour '96 offers more sedate pleasures. Scrutinise your abysmal attempts to putt a ball at a distance of [illegible] inches from the comfort of your [illegible] club. And still wind up in the bunker.

NEW GAME BY

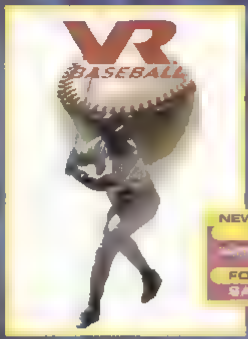
SEGA
GAME

The pen is mightier than the sword

Bye bye loser

Mortus

MEGADRIVE



BASE PLEASURES

VR Baseball heads [illegible] Interplay's new [illegible] which should start [illegible] the Saturn [illegible] next month. The new brand comes from VR Sports, [illegible] dedicated division of Interplay Productions, using 3-D polygon technology and motion capture. Apparently, the team has been [illegible] enthralled by games programmers who play sports games themselves in order to get the right feel and attention to detail.

NEW GAME BY INTERPLAY
FORMAT SATURN

The basis of the game is 360 degree [illegible] the leagues and a manager mode that the fast-happy sports market demands. Future releases like VR Basketball and VR Hockey are planned to follow hot on the heels.

DO THE MATH

NEW GAME BY INTERPLAY
FORMAT SATURN

What is it with the future [illegible] apocalyptic [illegible] shadow, [illegible] recently seem [illegible] well-worn theme of Global technowar with huge weapons threatening city states (Seattle in this case). And we thought nuclear weapons in this century were effective enough.

Perhaps, but radiation sickness is no fun next to 12 stages of platforming across 3-D environments, texture-mapped light-sourcing and all the gubbins of a self-respecting Saturn project.

Like many times before, you're a secret agent (Vic, by name) and as well as taking on the giant robot suits of the bad guys, there's (gasp) a traitor in your midst. Want to know more? Aftermath is due as soon as December, and we'll be taking a look before that.

OUT OF YOUR DEPTH

NEW GAME BY INTERPLAY
FORMAT SATURN

After bringing you exclusive news of the Descent conversion two months ago, MEAN MACHINES has the first clutch of screenshots [illegible] state of the year.

[illegible] Saturn games, [illegible] 1996, with work well underway. [illegible] through the corridors [illegible] one area of interest is the multi-player/network option. Will Interplay incorporate a split-screen [illegible] even develop it for multi-machine play? [illegible] one thing which we cannot.

DESCENT

CYBERMAN

NEW GAME BY
FORMAT

American company Interplay, a giant in the PC market who are now moving into consoles big time, have Cyberia in development with programmers Xatrix. It's a [illegible] techno terrorists, the discovery of an intimate weapon, [illegible] arcade – [illegible] time.

[illegible] broad-ranging game using action sheet 'em [illegible] Rhino in Phimps Cut-'n'-Run, Burn Cycle, [illegible] zander flying sequences play a bit like Virgin's [illegible] Centre.

Cyberia features 'synthetic characters' – [illegible] computer [illegible] actors, and seems to follow the current vogue for interactive movie thing. The soundtrack is [illegible] Headspace label.

[illegible] around crimble.

BLAM DUNK

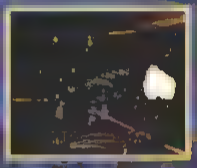
NEWS BY
FORMAT

[illegible] Dynamics are remaking their 32X hit Slam 'n' Jam '96 for the Saturn. The game is currently awaiting the [illegible] supersample, and in turn being developed under the title 3-D Basketball. It makes its debut [illegible] (now take up roughly half the screen) they apparently move like greased lightning. Or so [illegible] while a commentary by CNN's Van Earl Wright

DARK SIDE OF THE SUN

NEWS BY
DYNAMICS
FORMAT
SATURN

Crystal Dynamics, the first company to develop and publish a 32bit game for a home console way back in 1993, have recently shifted their attention away from the 32X to the Saturn. A brace of forthcoming titles from the team, whose work is [illegible] the first game of its type for the format to feature full motion video. Solar Eclipse stars Sakyion B's Claudia Christian [illegible] a high speed 3-D texture-mapped [illegible] against [illegible] knockout a malfunctioning master [illegible]. The [illegible], named the Grid, has come round to thinking you're its enemy and chucks everything it can at you. Still, you've got 40 minutes of FMV Claudia to help [illegible]



BUGGY BOTHER

NEWS BY
DYNAMICS
FORMAT
SATURN

Another Crystal Dynamics 3DO game which is being enhanced for the Saturn is the [illegible] 'n' chaser Off-World Interceptor. [illegible] 4-wheel-drive [illegible] and [illegible] desert, [illegible] road [illegible] the different [illegible] scenarios. The two-player option presents a split screen mode. Off World Interceptor [illegible] [illegible] occupied up features include a new trading element where [illegible] which you can then use to equip your vehicle with [illegible] World Interceptor Extreme hits the road this winter.

MARAUDING HORDLINGS

NEWS BY
FORMAT

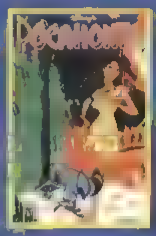
Hordlings – [illegible] aggressive trolls with ferocious appetites – devour anything and anyone in [illegible]. People, however, [illegible] nothing can resist the stampeding hordes. Nothing except you, that is, in this Saturn title from Crystal Dynamics who have adapted the game from the original 3DO version, enriching it with 30 minutes of full motion [illegible] directed by Robert Weaver and stars Kirk Cameron and Michael (Videodrome, Total Recall) Gregory. We'll be sharpening our broadsword and examining the [illegible] toothsome terrors in our review [illegible] stay tuned.

YOU DON'T SAY...

Have to be sooo quiet this month. Globe is screaming for copy. Anyway, the story we broke on ES about Sega getting into N64 seems to be true, and sooner than you think, why else would EA's Saturn development have become so muted? Virgin US offered [illegible] of welcome closed doors, behind which several projects are taking shape. Presumed for one, a realms game that reputedly redefines racing games. Quite warped too by all accounts. They have an 'on air' red light outside. Sunflowers Jim 2 is being done on Saturn, but not by Shiny. They've hired a San Diego outfit called Screaming Pink to do the Saturn. And Sonic? Well, with Sayley's backing, rumours of a Sonic 3D game are pretty strong. US Gold are slimming their Olympic [illegible] back somewhere, which is why so the multi-event game looks [illegible] Core have some [illegible] Scottish Open on SSX again [illegible] good. Thunderhawk 2 looks okay and plays better, and Core's distant project Tomb Raider is on to be a real scorcher. It's a [illegible] month, toodle pip.

INDIAN WINTER

NEW GAME BY DISNEY
FORMAT MEGADRIVE



Disney are stepping in where Megadrive [illegible] their new film Pocahontas again it's gone down well in the States, and should fill theatres here [illegible] which is a platform [illegible] between the two peoples. Basically tasty birds in jumping action shey.

NEW BALLS PLEASE

NEW GAME BY IMAGINEER
FORMAT [illegible]

After the impact [illegible] of Virtual Volleyball [illegible] to us a sparkling [illegible] with a similar approach. Virtual [illegible] the first motion-[illegible] version of [illegible] Sega Saturn [illegible] this year! [illegible] technology [illegible] processing [illegible]

ENTRY FORM

Yes, my scratchcard reveals the number 23,643

NAME:.....
ADDRESS:.....
.....
.....
.....
.....
POSTCODE:.....

SIGNED BY PARENT IF APPLICABLE:.....
.....

PRIMAL COMPO

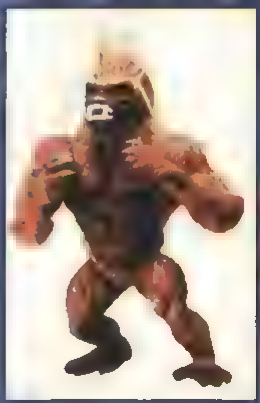
This is the update [illegible] last month's [illegible] Rage compo, where the prize, if you remember, was a coin-op to takeaway. To enter, you have bought a copy of Primal Rage from Dixons and should be in possession of a scratchcard. Scratch now and see if your card matches this number:

23,6[illegible]

If it? Fantastic, you're through to the next round of [illegible] the entry form below, and send it with your scratch card [illegible] the following address:

PRIMAL RAGE COMPO, MARKETING DEPT, EMAP IMA[illegible] EC1R 3AU

The winning [illegible] will be drawn [illegible] all the entries at random. The runners up are pretty lucky too, getting a Time Warner goodie bag. All winners will be notified by post by November 30th. [illegible] is necessary: write to the given address and a card will be scratched on your behalf.



SEGA
Light Crusader
MEGA DRIVE

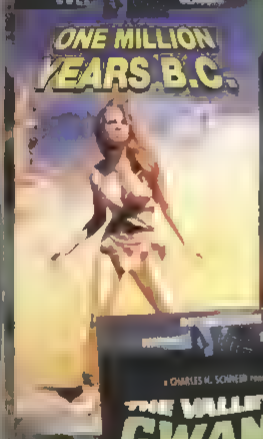
DINO FRENZY!

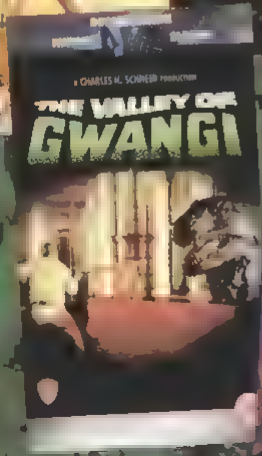
Long before Primal Rage and Jurassic Park, prehistoric Earth was a very different place. None of your top league monster generated graphics and animatronic effects here, no. However, five years ago by other ways, computer generated when you've got Raquel Welch in a furry bikini. And Ray Harryhausen when you're talking Olivier to play Zeus!

[illegible] got 5 [illegible] of [illegible] Valley of Gwangi and [illegible] of the [illegible] to be with [illegible] answer to this dead simple question...

[illegible] a postcard or a piece of brown envelope and send it to:

[illegible]



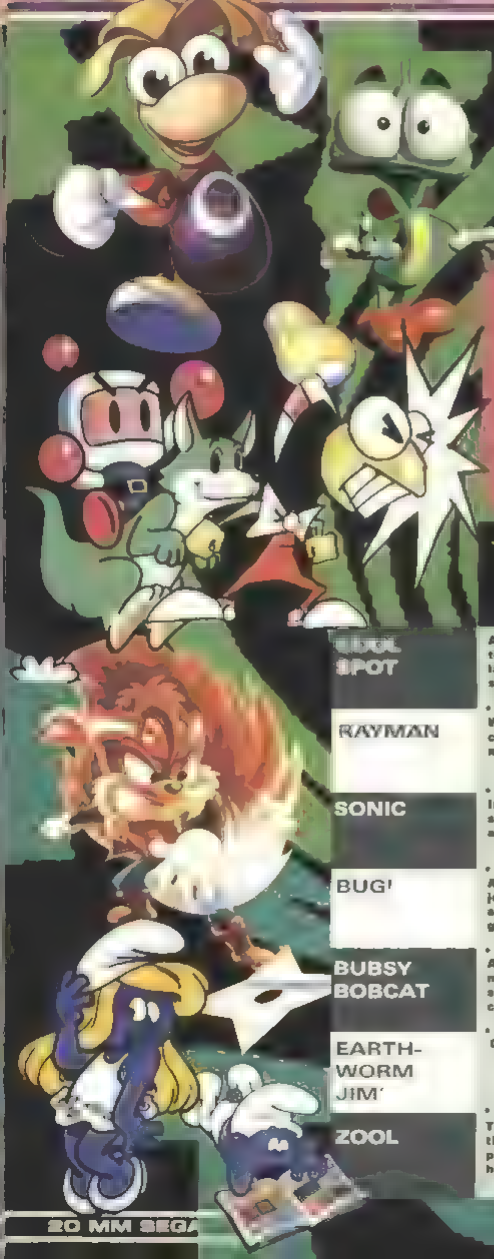


I ALWAYS CLEAN MY FACE WITH OXY DUO PADS. THE ROUGH SIDE CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE WIPES OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.

I USE OXY DUO PADS EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE. ALWAYS READ THE LABEL. OXY AND OXYCUTE 'EM ARE TRADE MARKS



REVE OF TOO

They're all around us [illegible] they want to take over. The 'Toons. If [illegible] thought the next consoles would mean no [illegible] smart-mouthed characters [illegible] having second thoughts. [illegible] tinkly tunes and waddling [illegible] Cool Spot [illegible] the box [illegible] Bugs, anyone [illegible]

	THE GAME	BEDTIME STORY	FUR FACTOR
COOL SPOT	Adventures in tooth-rotting drink land (he's the US sponsor of 7-Up).	An animated scene, you have fallen into 'Virtual Hollywood', whatever that is.	None. Smooth round and squeezable.
RAYMAN	Weird Froggie cadors enter the magic forest.	All the world's mystical turnips have been stolen by a man in a cape.	Despite a promising mop top, Ray has a disturbing lack of actual limb bits.
SONIC	In 'Ye olde review scores arm-twisting adventure'.	Each episode is a continuing battle between a vaguely Germanic lard-ass.	Probably infested with insects, along with his mates.
BUG!	A voyage through joystick-fiddling and perspective guessing.	More barely-relevent Hollywood story bumf, with Bug as an 'acter'.	Slimy, and a disturbing shade of green.
BUBSY BOBCAT	A desperate mission to save a software house by cuddlesome means.	Extremely sad 'aliens/cheesy/wool' plot combo.	Yes, but as appealing as a roadkill. Don't choke on this furball.
EARTH-WORM JIM'	Cows.	Cows. A pushy princess. A crow in a skin-tight space suit. Cows.	Caterpillar with a skinhead.
ZOOL	The PC's answer to the console platformer comes home to roost.	Something to explain you running across sweetie walking sticks.	A blasted liquorice allsort in a ski mask.

ENGE THE ONS

	FLUFFED LINES	LOVE ABILITY	ENCORES?
	Assorted warblings.	Not that popular here, but no bolt on the arse of humanity either.	However hard you try to disguise him, he keeps coming back.
	He giggles, but is otherwise Feech and dumb.	Treat him with compassion, as he'll probably end up in a veal crate.	Who knows?
	Communicates through sign language.	Getting too old to hanging out with the kids — look at Michael Jackson.	The Sean Connery of video games will go on until he drops.
	Purveyor of 30 MB worth of ghastly Americanisms.	Talk of Bugi and I reach for my RAID.	Yeah, the first game won't keep him in fresh turds forever.
	The original verbal skitterjock. No end of 'comedy quips'	A mangy moggy even a mother would find hard to love.	Two was more than enough.
	A man of few words, amd most of them are 'cool'.	One of your classmates looks like him and do you hang out with him?	The comic, the toy, the Saturday Morning cartoon...
	He finds it hard enough to walk in a straight line, let alone employ his 'rapier wit'.	About as welcome as root canal surgery from sweetie cigarettes.	I don't think so, really, do you?

BY

RELEASE

PRICE

TBA

GAME TYPE

1 PLAYERS

24 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

ORIGIN

Cool Spot returns in an isometric adventure that plays like a graduated hair oil game styles.

GAME AIM

Collect the spots hidden in the Hollywood movie studios.

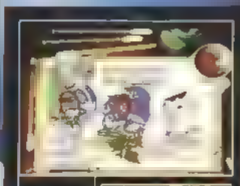
BEAT THIS

Spot the small red spot on the 7-Up bottle jumped into his own game a few years ago he's made quite an impression. In a short space of time, Cool Spot earned a deserved reputation as one of the Megadrive's premier platform/shoot 'em ups. All over the country people were relishing reducing [illegible] wildlife to their boxer shorts and [illegible]ting Spot across the toy train from hell. In short, Cool Spot was essential. All of which makes Virgin's decision to throw the original game's [illegible] out the window all the more brave.

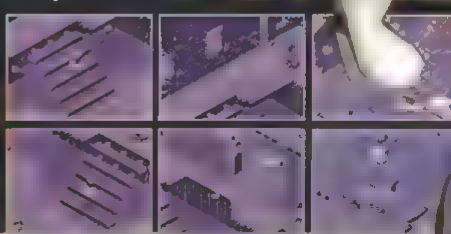
[illegible] Goes To Hollywood, gone are the cutesy [illegible] backdrops. Gone are the endless platforms, [illegible] and invisible. In fact, gone is the whole flat [illegible]oodle. Rather than an embellishment or even [illegible]sion of the original, Spot Goes To [illegible]ood is a brand new game which simply [illegible]s to star the little red guy. And it takes [illegible] the whole genre of cute games.

[illegible] Since we last saw him, Spot's fame has [illegible]one to his, er, head. The [illegible] an essential accessory to pre[illegible] being recognised, and the excite[illegible] the surf is no longer so alluring. Ma[illegible] a date with destiny, Spot journeys to Tinseltown in search of the film that will launch him as a truly international star.

Arriving at the film lot, Spot discovers that old habits die hard and he feels strangely compelled to collect whatever he can (but principally other spots) while he strolls through studios shooting pirate films, horror movies and what seems to be the latest Indiana Jones picture. Wandering through fully isometric scenarios, Spot's quest is hampered by everything from homicidal crustaceans to dribbling aliens. Forget everything you thought you knew about Spot – this is really cool.



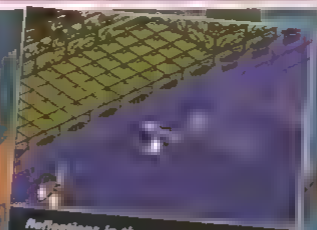
Don't let progress in these pretty colours.



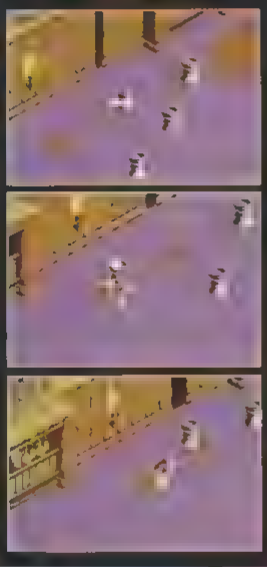
Watch out for the shifty sharks and slutching crabs below deck. Go er!

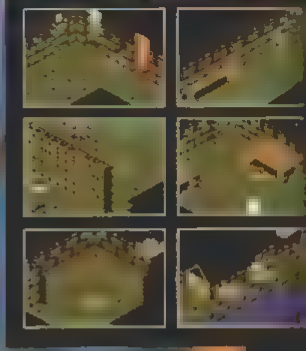
SHIP
DECK
UNDER
WATER
WORLD

THE HAUNTED HOUSE

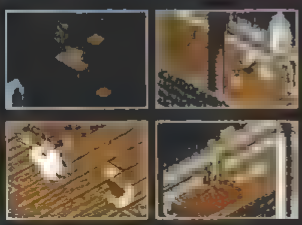


Reflections in the water offer a clue to the location of invisible platforms overhead.



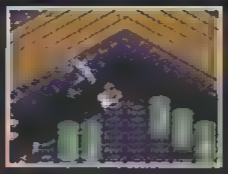


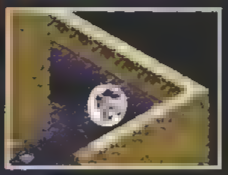
PUMPKIN CASTLE

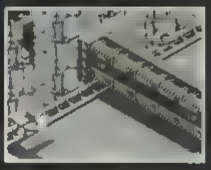


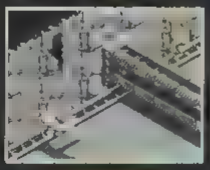
SPOONY CELLAR
Watch out for little spotty friends who wave at you through holes in the floors and walls.

POST-NUCLEAR WORLD



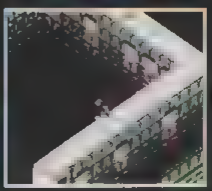






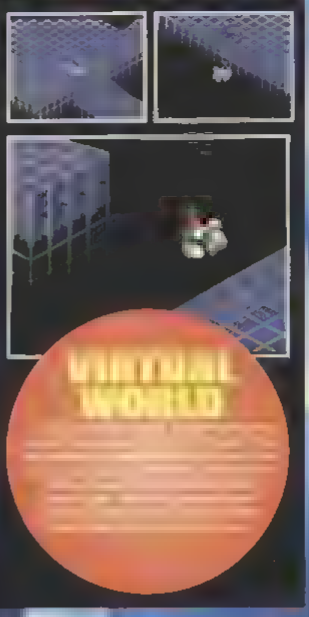
SPACE BATTLE

THE SPACE STATION



THE COMPLEX

VIRTUAL WORLD



COMMENT

GUS

COMMENT

MARCUS

GRAPHICS 94

ANIMATION 91

MUSIC 87

EFFECTS 85

PLAYABILITY 89

LASTABILITY 90

OVERALL

91

UBI-SOFT

NOVEMBER

TBA

PLATFORM

CONTROL JOYPAD
GAME DIFFICULTY HARD
CONTINUES 5
SKILL LEVELS 1

FAB

Rayman is Ubi-Soft's first platform hero. The game uses a Mario-esque slant on gameplay.

Free all the Electoons imprisoned by Dark Man located on over [illegible] platform stages.

Rayman's world is a place quite different from ours. It's physics are a mix of quantums and cutesy-pie; magnetic forces and dark forces. As the heart of the world's [illegible] energy is the [illegible] good that holds all things in balance. Around this swarm the happy electoons, attracted by Protoon's strange power.

All live until one day the evil Mr. Dark launches a raid on the place of the Protoon and steals it away. Sadly, the Protoon's magics guard is not powerful enough to prevent him. Without the Protoon's attraction, the electoons scatter across the globe.

What possible use could Darkman have for the Protoon?

In the absence of its power [illegible] strange creatures begin to congregate in nature, capturing the electoons.

Even someone as laid back as Rayman can't ignore what's going on, with the evil tyrant in the pow[illegible]. As soon as he makes contact with Betilla, he decides to go on a quest to free the electoons, and ultimately snatch back the Protoon.

One area in that he [illegible] do very much. Rayman isn't much of a team player in the beginning of the game, preferring and learning it are about the [illegible] of his powers. However, Betilla will reward his courage and perseverance by adding [illegible] as he negotiates [illegible] they are needed. An [illegible] key will be, plus the [illegible] of the weapon to [illegible]

RAY MAN: BRAIN CHILD

The home of the croissant, twirly moustache and tickler is the homeland of Rayman. Rayman is French, and therefore instantly hateful to the English. His gallic charm is the work of Michael Ancel, at the Ubi studios in Paris. His previous hits include Pick 'n' Pile. Rayman's animation was achieved using traditional hand traced methods, which explains the 'Disney-esque' look.

NAME THAT TOON

Each stage has six electoon [illegible], which Rayman may destroy. The [illegible] gamboll off, giggling. Some of these prisons are easy to spot, some visible but [illegible] way, and yet more only materialise [illegible] Rayman passes a [illegible] essential. Only [illegible] the electoon cages, are freed is the game completed. Indeed, the last massive level is only penetrable with the help of ALL the electoons.

RAYMAN

FISTS OF FUN

Rayman's one useful ally is Betilla the fairy. Although the gaily-clad pixie is not powerful enough to take on Darkman herself, she turns up to endow Rayman with new powers, zapped onto the symbol on his tunic. These powers allow him to explore areas previously out of reach, and thus find more Electoons. The game's twist is that levels you have completed often are worth more exploration with the benefit of new powers.

PUNCH

The first and most basic power. Rayman's spooky disembodied hands pack a punch that sees off most Darkmen minions. Hold down the button to increase the range of each

GRAB

This precarious power allows Rayman to grasp the edges of platforms. It adds some leeway for error when jumping, and later using this as a base becomes essential.

CHOPPER

Rayman's tousled mop is transformed into a set of chopper blades. With any jump, in fact, Rayman can glide to earth sedately, vastly increasing his jump range. Some levels give his helicopter option control to rise as well.

SWING

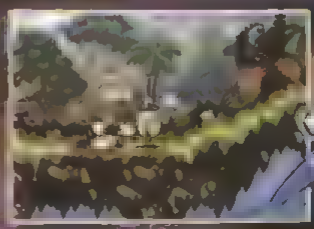
Be many hanging rings throughout the game reveal their purpose when Betilla bestows the swing power. Rayman is enabled to hang and swing on

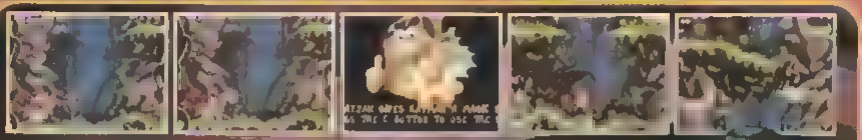
RUN

this most basic of functions becomes available, giving variation in jump length and speed.

TOP HAT AND TALES

The odd dwarf magician awaits Rayman in several secluded corners, and he expects the blue globes as payment for a brief soiree in the magical bonus levels. These are simply a chance to gain extra lives by grabbing the requires amount of objects in a set time. For the meagre reward they offer, they're remarkably difficult. You can return to the magicians as many times as you choose.





SEEDS OF LIFE

When Rayman [illegible] this
salvation. Twenty [illegible] Mood
Tennis Racquets [illegible] are his only

BUM NOTES

Rayman's adventures in the tuneful environs of bandland are less than harmonious. As well as the instrumental antics the platforms are made up of [illegible] staves and musical [illegible] ing confidence through each [illegible] speed: do we a spare?

DRUMSTICK

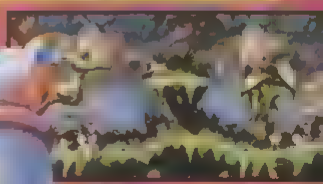
No chickening out, you have to go under, and risk a flattening.

SNARE DRUM

Why a snare drum using a snorkelling mask is anybody's business, but he appears behind you, as a bunk-up to higher greens.

LOVE AT FIRST BITE

The unhealthy swamps are the scene for a confrontation between Rayman [illegible] quito. After a short, but fierce battle, imagine Rayman's surprise [illegible] starts sobbing. The two combatants hug each other and [illegible] his new chum through the undergrowth! If only [illegible] easy...



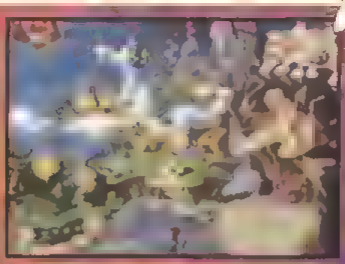
BLUEBERRY FIELDS FOREVER

The bosom of the dream forest is a bed of fruitfulness. Huge ripe berries hang from the trees, many within Rayman's reach. Once the berries are bouncing on the forest floor, they can be put to several intriguing uses:

STEP

[illegible] sends them bouncing around with ease.

A berry on the head disorientates a dark beetle.



MEDITATION – THAT'S WHAT YOU NEED

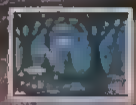
Rayman's head enters the clouds, and a world of contemplative, [illegible] bridges requires perfect concentration and slip sends him tumbling. Higher in the heavens, snow falls onto fluffy clouds [illegible]

FOREST FIENDS

The dark minions of the Dream Forest are a creepy lot of dwarves and bean-poles, and weird sharpshooters. They'll chase Rayman, and have [illegible] intelligence to block his attacks.

Always aim for the head, which is [illegible] most vulnerable area.

Find the super punch icons to deal with them most effectively.



THE SNAPPER

Look out for the scruffy-looking lensmen. They'll only be too happy to take a funny pic of Rayman for free, and when he dies, he can return to that point.

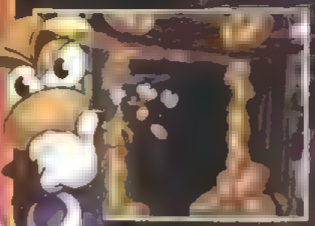
Perhaps there's a beautiful [illegible] finding the film and [illegible]

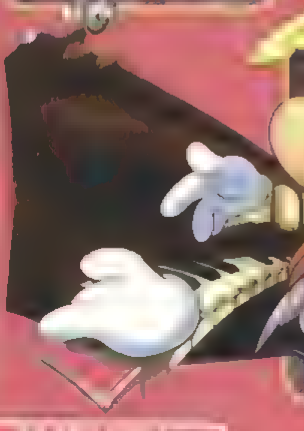
RAW SAX

He's one of the bad bosses you meet, and his confrontation covers two stages. First he chases you around bandland, before cornering you in his palace and subjecting you to a bluesette solo. Once you realise it's music, everybody's happy again.

THE ROPE TRICK

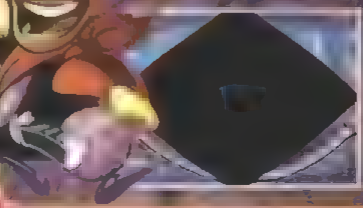
Rayman's trapped in a mountain shaft — and looks to be getting shafted himself. But the helicopter hair is usefully employed to slice through the weight ropes, easing his little difficulty.

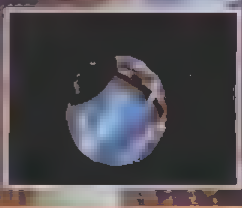




AND NOW FOR SOMETHI DIFFERENT

[illegible] sensational [illegible] when each level is completed, the [illegible] involves in a number of [illegible] ways which can [illegible] paintbox [illegible] [illegible] TV.





LEAD IN PENCIL

Rayman gets instant lessons in survival in the school world, with ink wells and crayon bridges dotting the playfield. The prospect of an HB up your jacks! keeps you swinging on the hooks as long as possible.

...ING COMPLETELY

GUS

Everyone may go on about 3-D games as super-sonicular, but the Saturn is example of a good, solid, platform game, and don't be persuaded otherwise. It looks great, which may be a relativity, since some will dismiss it as pretty but shallow, but the game is a mean machine, with most ...ools becoming too hard or too easy. Rayman's slowcoach feature is the very ...pestilence. Rayman may be uncomfortably cute, but it's also unnecessarily good. Revel in it.

As the Rayman endurance test entered its final stages, MEAN

92

+ Lavish, luscious backdrops and characters, fantastically coloured.
- Flat and two-dimensional.

92

+ Extremely detailed and lovably cute, its the little details that make the game.

01

+ Over 50 interludes, some of them excellently composed. Also, original use of ambient forest soundscapes.

01

+ Hundreds of crystal clear samples as well as traditional tinkly effects.

90

+ A platformer's dream, with dozens of challenging and varied sections.
- At the outset, a bit too simplistic.

90

+ Rayman sets a massive challenge with hundreds of platform pages to find, and some endless levels.

OVERALL

The Saturn has a platformer worthy of its format. Not just a pretty face, but a hugely entertaining game.

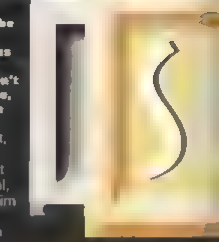
91

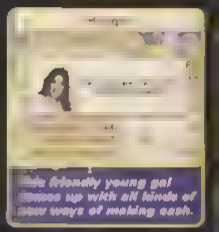
PROGRESS

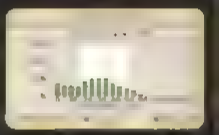
You'd have to be mad to want to be involved in government at the moment. Which probably explains why we're being governed by a bunch of loonies. Still, if you don't mind being subjected to rabid public abuse, and fancy yourself as Maggie's nanny, the Saturn will soon have the game for you.

It's a conversion by Maxis of their own PC hit, Sim City 2000. That, in turn, was a radical update of the city-building strategy game that Maxis built their business on. Like the original, all the 'action' is set in a land area within a 'Sim Nation' where you build your new town. Okay, 'action' means exciting things like town planning, levying parking fines and deciding whether another fire station in the north-east sector is really quite necessary. But there must be something in it considering the game has been a runaway best seller and has avid fans worldwide.

Maxis have taken the opportunity to make some revisions to their computer versions, with new graphic libraries and a simplified command structure, necessitated by the change from keyboard to joypad. Whether it's the kind of game that stirs Saturn owners remains to be seen, but seen quite soon.







STRIP FAST

All the Sim City commands are accessed by a strip of icons on the left hand side. Maxis have enlarged and simplified the command strip for Saturn, presumably as it will be played by a wider audience than the PC versions – simpletons and MEAN MACHINES readers alike. Now, instead of having all icons on the screen at once, only five are visible, with the rest scrolled to. Further sub menus are accessed by moving to the right. These are the areas of control you have

LAND
A wide array of basic commands, from levelling land to demolishing sites.

More basic commands allowing you to add trees and lakes

Both power generation and transmission are dealt with here.

WATER
All aspects of water supply and storage contained here

ZONE
Houses, apartments, churches, condos etc.

ZONE COMMERCIAL
Business, leisure retail hoteling etc

ZONE
Chemical plants, manufacturing, warehousing etc

ROAD
Concerning road transport links on land and water

Concerning all rail and underground.

PORT
Zoning of areas as sea, air and, later, space ports

MUNICIPAL
Services from law enforcement, and fire provision to medical.

Including schools, higher education and facilities like museums

Sports grounds and parks, as well as zoos and amusements

Spec a buildings and state-funded projects

Panic button to call services to a disaster area

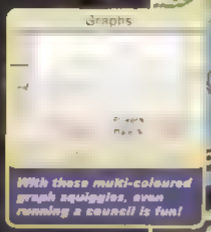
Show status of city in key policy areas

For setting tax rates and ordinances, and taking advice from your policy group.

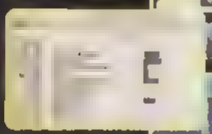
Breakdown of business.

SIM CITY 2000

Sound my Horn:
Less More Tunes!



With these multi-coloured graph squiggles, even running a council is fun!



Map showing age/health profile of your city

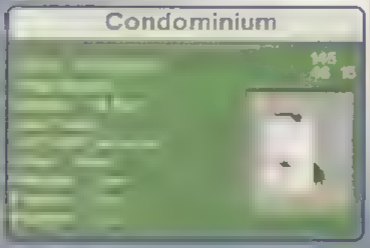
VIEW
View of city with factors shaded in

INFORMATION
Displays the performance of nearby towns

VIEWS
Changing the way your city is presented on screen

TOOL
Details any element of your city

Sim City's character is partly chaotic, as your population will build anything anywhere, within the confines of your zoning and planning. Watch buildings come and go, replaced by new structures. These range from the humblest hovels, to gleaming corporate glass towers. Maxis have created a larger library than ever, making the Saturn cities look even more randomised. The game's four different time zones (start in 1900, 1950, 2000 or 2050) and each have their own architectural style.



Maxis are including animated vignettes which are unique to the Saturn version. At present, when you use the query tool it displays a rotating render of the building, or an animated sequence for bridges and roads. Other animated features may find their way into the final game. There are eight rotational stances and more positions offered for viewing the city than before. A quick zoom camera brings you close-ups of your mini-civilisation.

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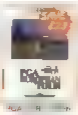

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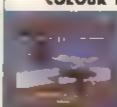

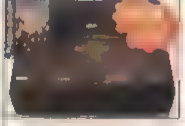

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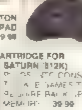

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PROJECT

PUBLISHER

INITIATED

RELEASE | FORMAT

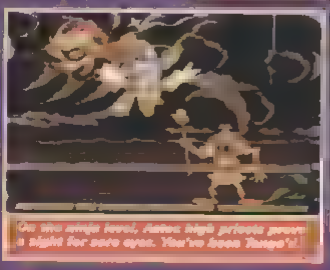
DEVELOPERS

Exploring exotic uncharted territory is a risky business at the best of times, but Disney's favourite duck remains undaunted. Keeping himself off the menu becomes a full-time occupation for Donald in this geographically ambitious platformer. A remote island is the setting for Donald's latest test of endurance, which sees him assigned to recover a powerful Mojo idol, thus calming the ancient rumblings that threaten destruction. Fending off the voodoo spirits, Donald journeys from the cavernous cellar of a haunted house to a perilous volcanic lava flow and a graveyard crawling with zombies in order to restore the magical idol to its rightful place.

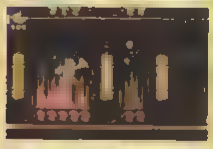
Maui Mallard is a traditional game revolving around a tradit onal license, but it nev ertheless promises some spirited settings, challenging gameplay and funny sequences of frightened ducks fall ng to their doom from great heights. Work is c nuing on the later levels and some of the ex sections are awaiting the odd tweak, but a seen so far holds some promise. In your hands, then, lies the fate of Donald – triumphant private eye or crispy duck? In a game that promises to p ay like a surreal episode of Hawa

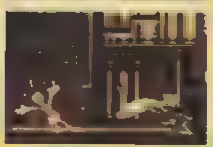
LIFE COULD BE A DREAM

Your p ... nest upsets you encounter on yo ... and the improbably named Shabuhm Shabuhm idol!



On the jungle level, Aztec high priests prove a sight for sore eyes. You've been Tango'd!





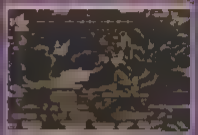
MAUI MALLARD

Secret rooms hide many-legged level bosses, remember try first and ask questions later.

ISLE JINKS

MOJO MANSION
The game kicks off in a sprawling old house. Navigate through secret passages and up a giant haunted pipe organ.

NINJA [illegible]
The second level takes place in a jungle scenario. Fight off the [illegible] voodoo spirits to survive.



MUD MAYHEM
Not being able to fly becomes a distinct disadvantage when struggling along the slopin' platforms in the third level.

DUC[illegible]
On the Duckhood level you swing from the jungle trees as demented Tarzan by bungee-jumping on elastic vines. As you bounce back up, leap for the nearest branch.

DUC[illegible]
Voodoo bad guys and various other ne'er do wells accost you on the fifth level. Watch out for those flaming torches.

[illegible]
Watch the clock on this level before you get engulfed in molten lava. Before you know it you'll be up to your beak in it.

[illegible]
You get accosted by scary-boo undead-type blokes in the penultimate level. And a very big eye. Probably.

STRONGHOLD
The game's finale is still under wraps, but expect some of these purple blobs to pop up somewhere along the line.

PROJECT

PUBLISHER

INITIATED

RELEASE

FORMAT
32X

DEVELOPERS

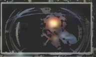
Programmer David Braben changed the face of computer gaming with ... for ... time. ... to him, and ... look at his latest project.

David Braben is a self-confessed Defender fan so if his Sega debut, Darxide, owes a debt of gratitude to the classic arcade shoot 'em up of yours game by it's perhaps a natural evolution.

Darxide stretches the 32X by employing both the machine's graphics chips to full effect with a new 3-D system. Perhaps best described as a three dimensional take on Asteroids, the game nonetheless resembles the more exciting combat sequences from Elite. But where Elite limped along with wireframe animations, Darxide sports fully texture-mapped graphics. And while Asteroids sometimes resembled a spectator sport, Darxide places you right in the thick of the action.

Set in the distant future, Darxide depicts mankind's attempts to mine precious crystals from a string of moons. This profitable operation continues until the alien civilisation who own the moons take exception to hordes of Earth ships stealing their assets. The aliens retaliate by sending waves of asteroids into the area, some armed with deadly gun turrets. The mining nevertheless remains a highly profitable operation and many remain undeterred. You take the role of a heavily armed fighter pilot who decides the rewards outweigh the growing risks.

"We're really pushing the 32X with this one," says Braben of his new departure, "and we're determined to make it really playable. After all, being fun is the whole point really, isn't it?" Hear, hear.



MANIC MINERS

Some rookie miners are so obsessed that they continue mining during the heaviest bombardments ... into space. As gameplay continues, their dying screams can be heard over the cacophony long after they've last been spotted.

There are no plans to give Darxide away with PC mags. Whoops!

ALIEN WAR

The disgruntled aliens themselves maintain quite a low profile during the game, but when they appear in purple and red flying saucers it means trouble. Destruction of asteroids occasionally frees them from their cores, but marauding mother ships and fighters can also invade your space. Watch out also for drifting gun displacements – destruction of the asteroids they're bolted to doesn't necessarily put them out of action.

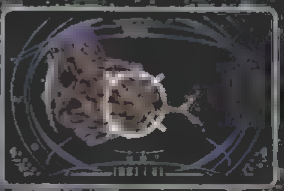
XIDE

SOUND BITES

computer to offer advice and tips.

BATTLE COMPUTER

their glowing cores.



PROJECT

PUBLISHER

INITIATED

RELEASE

FORMAT

DEVELOPERS

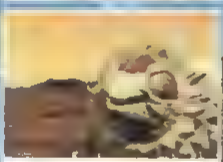
Rigiord Saga was well-received in Japan this summer, and Sega have them plans to release the RPG here early in the new year. This may be just the game to silence lovers of their Saturn... Shining Force and Shining Force 2, on the Saturn...

R

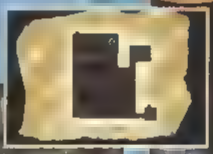
Long in production and epic in scale, Rigiord Saga shares many elements with the Shining Force games, even though it was produced by a different team. You take a band of fighters through the environs of a kingdom under seige, going into a series of battles against the forces of evil. The game also relies a lot on plot, with defections, betrayals, surprise attacks and twists changing the course of the adventure.

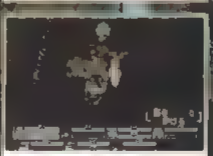
The characters have all been created from detailed renders and so form stunning artwork to the game. The [illegible] reflects colour the varied abilities of any adventuring party. [illegible] ic, who looks like Pamela Anderson on her way to a society wedding, to a [illegible]on man band and the cute one you have a crossbread in an array of statistics on all team, even so the menu interface is surprisingly quick and easy to use.

While not having quite the cachet of Virtua Fighter 2 or Sega Rally, Sega adventurers are advised to start sharpening their swords now.



A giant chameleon in a party hat crosses your path



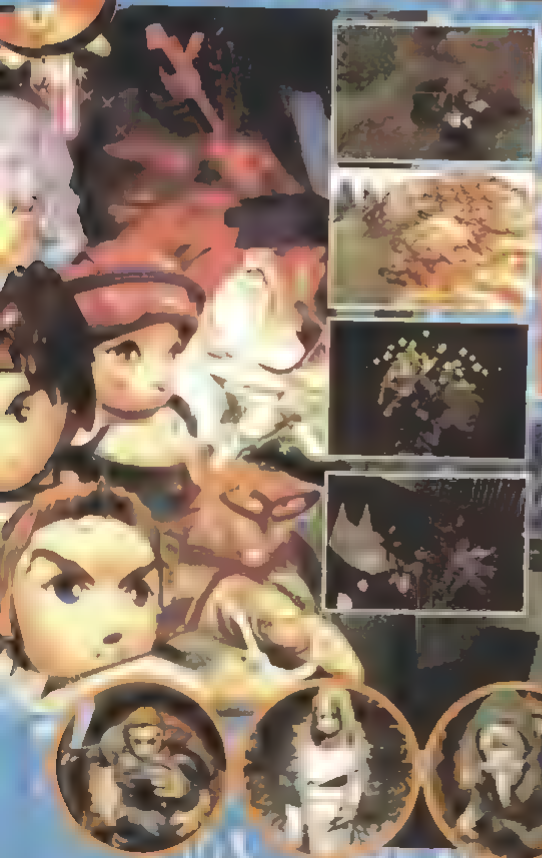


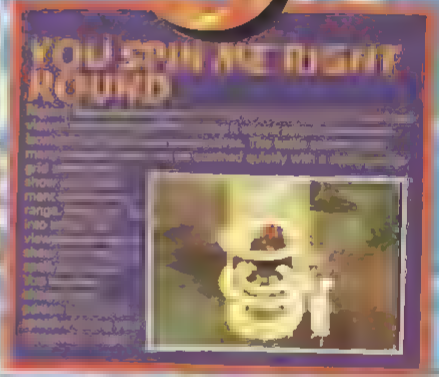
FEEL THE WIDTH

Rigiord Saga has had a lot of coverage in the Japanese press, mainly because it's a such a vast game. You definitely need to use the ROM to save your positions and characters as they progress. Magical and fighting powers appear as you go, gained by experience and special warrime bonuses earned in combat. The reason for the game's delay, despite a Japanese release, is translating all the story and speech into our favourite language, English.

Fighting Force

TM





SEGA RALLY CHAMPIONSHIP 1995

BY SEGA (AM3)

1-2 PLAYERS

COMPLETE

At once stablemates and rivals, AM2 and AM3 take turns to hog the arcade limelight, with each subsequent release a quantum leap in gaming technology. AM2 stole acclaim with Daytona and Virtua Cop, but then AM3 arrived with their intriguing interpretation of off-road racing with Sega Rally.

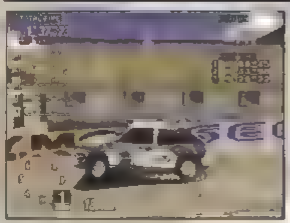
AM3's rough terrain, ultra fast and [illegible] racer is miles away from AM2's formula-driven antics. Sega Rally appeals to a different sort of gamer – one who enjoys the challenge of keeping a careening saloon under control in treacherous conditions. Nigel Mansell's need not apply, Marc Bolan fans on the other hand will be [illegible]

Rally's success has by all accounts been as well in the arcades as Daytona has led to a quick conversion to the Saturn, overseen by AM3. The early versions are pretty astounding, representing a leap in program [illegible] over the Daytona conversion. The undulating, highly textured tracks of the coin-op are translated [illegible] with the same smoothness and look of blurred speed.

Also pleasing the anoraks is the absence of the notorious 'popping' scandal that dogged Daytona. Blocks of landscape do not appear suddenly and merely in the background, with Sega Rally's scenery appearing in [illegible] 3D. Not that this is our main concern anyway. It's playability that counts and there the two racers are quite different beasts. AM3 are concentrating on getting the wild feel of skating on mud at 100mph, and all indications are that this will play like no driving game you have yet encountered. Best of all, you'll get to enjoy this experience sometime before [illegible] if Sega have the [illegible]

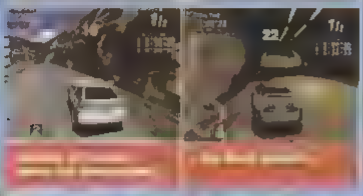
THE PLOT THICKENS

One method for optimising speed in the game comes from the positioning of computer cars. In Daytona, the computer plotted the position of all forty vehicles, regardless of them being on screen or not. Sega Rally only handles the visible cars, allowing more processing time.



BLUR'S COUNTRY JAUNT

Sega Rally has three courses (well, four with the hidden one) each with a country feel to them. There is forest, desert, and mountain scenery, each with a stylised thick graphic texturing, giving a feeling of speed. There will also be a championship mode, and possibly a two-player split-screen mode.



SEGA

SEGA RALLY

CHAMPIONSHIP

1995

RNATIONAL R

BETTER FIND THE ROYAL

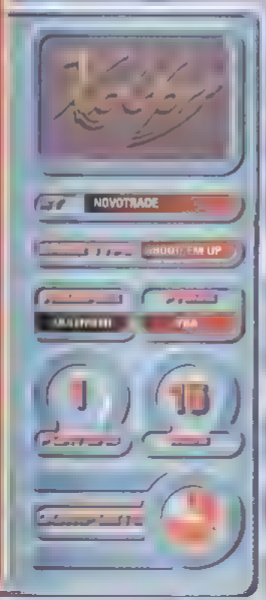
PREVIEWS

Nearly three years ago, an unknown developer caused a stir with a startlingly original game for the Megadrive. The developer was Novotrade, the game Ecco the Dolphin. The underwater adventure provided one of the most dramatic success stories for that console, and Sega must be hoping their next avant garde project does the same for the 32X.

Kolibri is a suitably strange name for a bizarre game scenario that sees you in control of a humble hummingbird. In an opening sequence reminiscent of Ecco, the natural harmony of the hummingbirds' environment has been shattered by an unknown force, and soon wasps, ants, and spiders are teeming across the forest floor. Kolibri's firepower is used to drive the creepy crawlies away, thus encouraging the return of his turbo-winged mates.

Novotrade have lavished serious attention on the graphics, with full-colour backdrops of pretty flora and woodland fauna with the 32X employing its hardware to create layers of parallax to add solidity to the scrolling levels. But the game appears to be no dumb looker, with dozens of levels of shoot 'em up action, tricky but responsive controls, and puzzle elements complicating matters further.

Since its launch the 32X seems to have attracted several of these unlicensed, unassuming but highly playable games. Stellar Assault and Motherbase come to mind. Will Kolibri join their ranks? MEAN MACHINES SEGA reveal all next issue.



FLOWER POWER

Flora figures throughout this game, with eye-catching blooms on almost every screen. Some of these prove hazardous (the inhaling tulips are especially deadly) but Kolibri needs these flowers as well. Many are returned to a healthy hue from their ashen grey when predators are driven away.

Long-tongued lizards are one of the most dangerous hazards

BIRD OF PREY

STREET RACER

Following the considerable success of the Megadrive game (Street Racer has rarely been out of the charts all year) Vivid Image set to work on a version for the Game Gear. Mev Dinc, producer of the previous game, has kept details of the handheld version secret until now.

The ethos behind the conversion is one of not compromising, and even of improving on the previous formats. Vivid Image have used the graphics from the Megadrive version, which look strikingly detailed on the Game Gear's tiny screen. The scrolling is pretty amazing too, with as many frames for smoothness as before.

Vivid Image has acquired the programmer behind the brilliant Earthworm Jim conversion to the Game Gear, which scored a convincing 91% a few months ago. Both he and Mev have become convinced of the humble handheld's powers during the development process.

That process has so far taken three months, and they plan to wrap the game up within the next two - pretty sharp programming, even for a Game Gear title. Owners of the Megadrive title should be glad to know the course layouts have changed, although all other features are intact. Catch a review here very soon.

Programmer Mev Dinc prefers the Game Gear to the Megadrive in some key respects

CABLE CARS

Street Racer will feature a link-up option to allow two players to take part. There are eight player characters to choose from, with the same special powers of the original game, and their individual race settings. There's also due to be a large range of other game options.

and plans to exploit the hand-held's excellent range of colours as fully as possible

The Game Gear Street Racer will feature options not available on the Megadrive version.

REWIND

Amazingly, Vivid Image plan to include the split-viewpoint race playback option found on the Megadrive. The feature, allowing you to view the previous race from various angles was impressive on the 16bit, but would be unprecedented on the handheld. Just wait and see.

12 ISSUES FOR THE PRICE OF 10!

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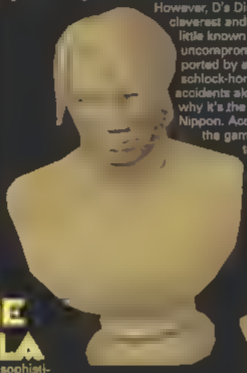
One gamestyle has proved remarkably popular in the Japanese Saturn market over the last year — the relatively new genre of the interactive 'movie' adventure. Numerous examples have emerged or are under way: Yumemi Mansion, Dracula Detective, Rampo, Psychic Detective. And now, Acclaim's first stab at the 32bit CD-ROM market – D's Dining Table.

The origin of this genre, which has swept the Japanese off their feet, is Anglo-American. Both Myst from Cyan, and Virgin's 7th Guest can claim to be forerunners of these puzzle-driven epics whose appeal is firmly in the adult market.

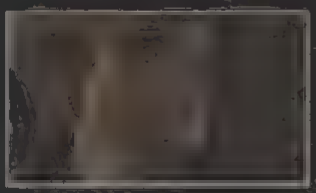
In common with these titles, and Sega's Yumemi Mansion, D's Dining Table immerses the player in a convincing and eerie world rendered entirely from 3-D computer generated graphics. Supernatural themes allow for special effects to be incorporated into the story. Contrasting with the sophisticated presentation, the player interface is very basic, with simple directional and pointer commands. It's a strange breed of game, and no mistake.

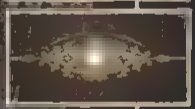
However, D's Dining Table is probably the spookiest, cleverest and best produced yet. Constructed by the little known 'Warp' team of developers, it has an uncompromisingly movie-esque atmosphere, supported by a tense orchestral score, and using schlock-horror scary bits to induce some pant accidents along the way. This perhaps explains why it's the fastest-shifting Saturn disc of late in Nippon. Acclaim are also committed to bringing the game here, and soon, with an English translation version in the bag. If you can appreciate its niche value, be ready for it.



THEY CALL ME NAUGHTY LOLA

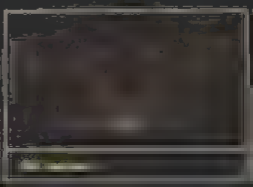
Just for a change you get your hands on a sophisticated chick who obviously spends a few bob at the hairdressers. You are Lola, and by all accounts you've been unlucky in the parental stakes, with a psychopathic father who has run amok in a Los Angeles hospital. Lola sets out to confront him before he does any more damage, but repressed memories afflict her and deepen the mystery.





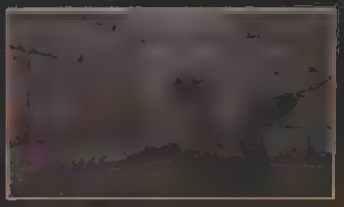
Your dad kills some people,

You in your car, [illegible]

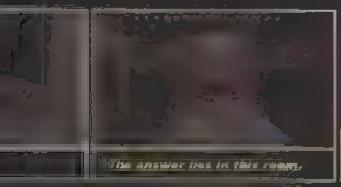


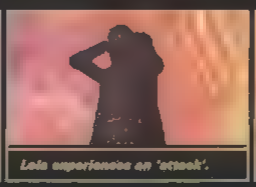
DIAL D FOR MURDER

D's Dining Table may well warrant a '15' or higher rating in this country, as it pretty much revels in murder, mutilation, impaling on steel spikes and beatles. All guaranteed to upset liddlewibbly wet-nosed MPs. Huzzah. Nothing in the game is really that gory, but D's scene-setting and atmosphere is wisely spread across the game's twin disks.



NING TABLE





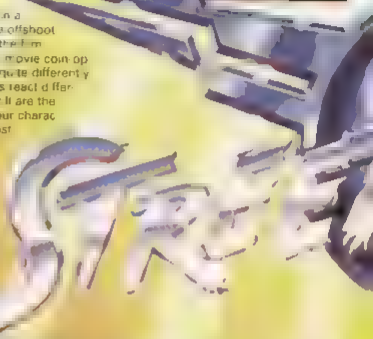
GT CAPCOM

GAME TYPE BEAT

1-2 PLAYERS

COMPLETE

The tricky thing about writing sitcoms, is knowing when nobody is laughing any more. There's a small group of blokes writing most of TV's sitcoms, and eventually one of their shows loses its 'sparkle'. Hi-de-Hi, poor example. Yes, the Hawaiian ballroom saw some great gags in its time, yes we all giggled when Peggy got a bollocking off Miss Cathcart, but finally enough was enough and it was time to hang up the yellow coats. And so to Street Fighter or is that Street Fighter 2? Search me there's been so many versions of this game that everyone except the anoraks have lost count. This is however the movie version of Streetfighter. Capcom spent a packet earlier this year bringing their video game characters to life in a strangely amusing live adaptation, and this game offshoot uses the footage and glimpsed characters from the film. This first Saturn Streetfighter also has on with the movie coin op version but although it apparently plays quite differently the backdrops have changed and the characters react differently. The major change from Super Streetfighter II are the super combo moves, which are available after your character has collected major damage. These are the most difficult specials to pull off, but you are rewarded by a crushing series of devastating attacks. Some of the old SFII characters have been put out to pasture. Dhalsim, Fei Long and T.Hawk but their place is taken by Cammy, Vega, a mysterious goodie character who appeared in the film. This latest in the series is due out around November courtesy of Acclaim who are distributing the game in Europe. It is now available on import. Can you be persuaded to take just one last tango?

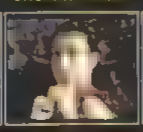


FLASHBACK

As you might expect, there's a fair bit of the movie on disk, displayed as compressed video between the bouts in Movie Battle mode. The most notable feature is not Kylie as Cammy, or Raul Julia's outrageous costumes, but the quality of the footage itself. Normally video displayed from the CD is of poor quality, but Capcom have managed to present full screen footage that is almost up to MPEG standards. Next month Des Lynam asks, "How did they do that?"

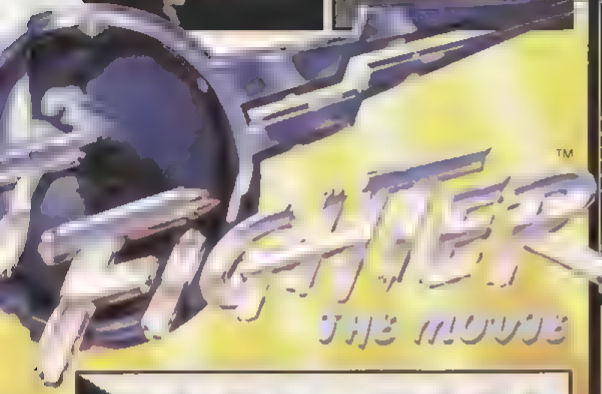
Relax girls, he's Belgian. And he's got a blue hat.

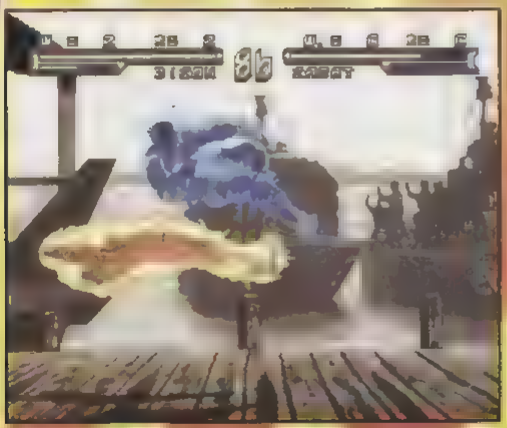
COLONEL GUILE CAMMY CHUN-LI ZANG VEGA E. HONDA VICTOR SABAT BALROG



BLINDING

There is one supercombo move for each character, restricted by the super combo meter under your health bar. They're tricky to pull off – usually two conventional specials in quick succession, but you are rewarded with a blur of movement and a huge attack. A super combo can easily inflict 75% damage. Even more rewarding is seeing the super combo end a round, which is accompanied by a blinding background flash.

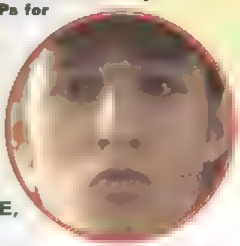




TIPS

The dark side if the moon hides many mysterious phenomena, not least of which is Ed Lomas. Crouched in a cramped crater, with only a festering stack of quadrophonic Pink Floyd LPs for company, Space Cadet Lomas devotes his secluded lifestyle to the pursuit of gathering and discovering tips and cheats, collecting tour T-shirts and saving up for a ticket home in time for the next Floyd concert. With a mere 7 years between albums, he should make it back in time even on what we pay him. In the meantime, however, all cheats and tips will be rerouted (by interstellar overdrive) if addressed to:

YOU TIP ME UP, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



MEGADRIVE

STREET RACER

STREET RACER

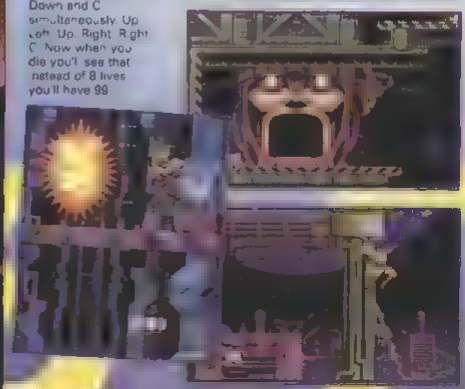
CHARACTER EDIT

Steve Kirk from Portsmouth has come up with this brilliant cheat to let you edit the abilities of all of the characters. Go to the character select screen and press A, B, C, A, B, C, A, B and you'll hear a cheer. If you now hold A and press Right you'll see the power bars move up. You can select different bars by holding A and pressing Up or Down. Brilliant

X-MEN 2: THE CLONE WARS

99 LIVES

Start the game as usual and at any time press Start to pause. Now press Down and C simultaneously. Up, Left, Up, Right, Right, C. Now when you die you'll see that instead of 8 lives you'll have 99



BRIAN LARA CRICKET

QUICK WICKETS

Thanks very much to Warren Miller from Eastbourne for letting us in on his secret technique for bowling a computer side out quickly. Choose two fast bowlers and set your field up on "Retreat" so that they are all around the boundary. Aim the ball so that it bounces very short and bowl alternately slow then fast balls. This encourages the batsmen to hook every time and, even though they'll get some sixes, you should get them out for under a hundred each innings. Howzat?

THEME PARK

SWAP RIDES

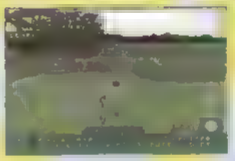
Try this tip from Matthew Macclesfield in Andover if you want the kids to ride your tubing ride in go-karts and the speedway in rubber tubes. Once you've made a speedway or tubing ride and you've put the entrance in, turn the ride off. Now change the track to either speedway or tubing and turn it back on. Oh what fun!

MEGADRIVE 32X

GOLF MAGAZINE'S 36 GREAT HOLES

GRAPHICS SCREEN

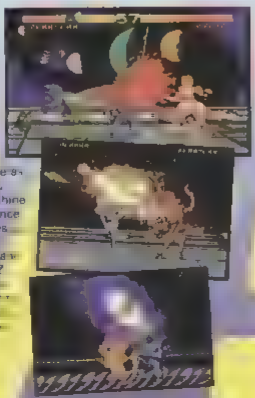
To get a secret screen where you can enlarge and shrink the objects in the game, go to the option screen and press the "Mode" button on the top of a six-button joypad. The screen appears and you can play around for no reason until you get bored.



COSMIC CARNAGE

SECRET GAME

Try this cheat to get a secret mode where the title of the game has changed to "Cyber Brawl" and there are subtle differences with the game as well. When you switch the machine on and the licence message comes [illegible] produced by Sega [illegible] press and hold X, B and Z. Keep them held and press Start to change the name to "Cyber Brawl".



METAL HEAD

SECRET ANIMANIER

This cheat lets you change your commander into an Anime style girl. Before you turn the machine on, press and hold A, B, C and Start. Keep them held until the title screen appears and then go to the options screen. Go to the [illegible] and go through [illegible] to get "Anime".

SATURN

PANZER DRAGOON

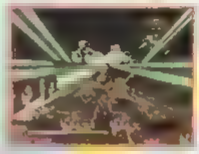
INVINCIBILITY, EPISODE ZERO AND SECRET START

INVINCIBILITY

To become so rock 'ard that nothing does any damage to you, go to the title screen and press Start to make the second title screen with "Normal Game" and "Options" on it appear. When you are on this screen, press L, L, R, R, Up, Down, Left, Right. You'll hear the sound of the dragon being hit and the words "Invincible Mode" will appear. The one down side with this cheat is that you can't get the best ending no matter what difficulty you're on.

SECRET START

This is a strange one. To have what looks like a woman in a red waistcoat appear at the start instead of the Sega logo man, go to the second title screen as before and press Up, X Right, Y, Down, Z, Left, Y, Up, X. You'll hear the dragon get hit again and when you die and restart the mysterious lady in red will appear.



EPISODE ZERO

Thanks very much to Ray Aldridge from 'The Disk Box' in Chatham, Kent for this great cheat which lets you access the secret level. Go to the title screen as before and press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L button, R button. Also, when you finish the level you'll need to reset the machine.

CLOCKWORK KNIGHT

LEVEL SELECT

Gremlins got in the works last issue and the level select for CK somehow didn't get printed. Here it is again for all those who are having trouble. Go to the title screen with "Press Start Button" written on it and press Left, Up, Right, Down, Down, Right, Right, Up. If the right-hand button on the top, "Betsy's Room" will appear on screen and you can select other levels by pressing Up or Down.

VIRTUA FIGHTER

BACKWARD FEET

Just in case you hadn't noticed, win a round as Kage and watch his feet closely during his victory pose. You'll see that they're on backwards! This also happens with some of the other characters. Odd or what? 32X owners will shortly be experiencing the pleasures of their own backwards foot fumbles – the glitches can be seen on the version of Virtua Fighter on that mach ine too.

MEGA CD

SPACE ACE

VIEW MODE

When playing the game, press Start to pause. Now press Right, Right, Left, Left, Down, Down, Up, Up, Start. The game will now play itself all the way through.

MIGHTY MORPHIN' POWER RANGERS

SKIP FIGHTS

If you're having trouble with the fight sequences (trouble staying awake more like), go to the difficulty select screen at the start of the game and press B, A, C, C, A, B, A. You'll hear a noise to let you know it has worked and you can now skip any fight by pressing Start when one begins.

THE MOVES GUIDE

KEY
HF : High Fierce (X)
LF : Low Fierce (A)
HQ : High Quick (Y)
LQ : Low Quick (B)

THE GOR

You should have your copy of Primal R ing for? Who knows you may even Whatever, this guide to the finest dino give you the edge in any antediluvian the game creators: Time Warne

ARMADON

BED 'O NAILS Hold HF/LQ
Press Down, Up

HORNICATION UPPER CUT Hold HQ/HF/LQ
Press Down-towards, Towards, Up towards

MEGA CHARGE Hold HQ/LQ
Press Away, Down Towards

SPINNING DEATH Hold HQ/LF
Press Away, Towards, Down

FLYING SPIKES: Hold HF/LF
Press Away, Up

IRON MAIDEN Hold HF/LQ
Press Away, Towards

GUT GOUGER Hold HQ/HF/LQ
Press Towards, Away (close range)

EAT HUMAN Hold HQ/HF/LQ/LF
Press Towards, Down

ARMADON FATALITIES

GUT FLING: Hold HQ/HF/LQ
Press Down, Down, Down, Down Up

MEDITATION Hold HF/LF
Press Towards, Down, Towards, Towards

DIABLO

GENERAL TIPS

POWER MOVES
There are eight power moves per creature activated by pressing both High or both Low buttons together. These may use similar animations to the previous regular moves, but have greater effect.
POWER MOVE
STANDING
STANDING CLOSE
CROUCHING
IN-AIR

INSTANT SPECIALS
From the selectable menu you can choose to operate special moves to the four assigned buttons.

SAURON
C — Hot Pack

CHAOS
Z — Grab n Throw
C — Power Puke

RE GUIDE

Rage by now — if not what are you waiting for? Well, we've had a look at the game and have discovered a few secrets that you may not have found yet. Not only that, but we've also managed to get hold of the cheat that will save won the coin-op in our compo. Below you'll find a full list of the Minotaur acrobatics you can perform should you ever find yourself in a stand-off. All secrets come direct from Time Warner Interactive and Probe Software.

SECRET BOWLING GAME

This can be accessed in a two-player game by playing Armadon against Armadon. Get the two dinosaurs to perform the Jumping Bomb move towards one another and when they collide, the skittles will be transported into a mini ten-pin round with humans acting as bowling pins.

SECRET OPTIONS

Primal Rage had a secret options menu that Time Warner has asked us to respect for another month. This menu gives you [illegible] and [illegible] small [illegible] mode.

SAURON

POWER PUKE (FAST) Hold HQ/LF
Press Up, Towards

POWER PUKE (SLOW) Hold HF/LQ
Press Up, Towards

FART OF FURY Hold HF/LQ
Press Down, Towards, Up, Away

GRAB-N-THROW Hold HF/
Press Towards, Away, [illegible]

GROUND SHAKER Hold HF/LQ
Press Away, Away-up, Away-down

BATTERING RAM Hold HQ/LQ
Press Towards, Towards

FLYING BUTT-SLAM Hold HF/LF
Press Down, Towards, Up, Down-towards

EAT HUMAN Hold HQ/HF/LQ/LF
Press Towards, Down, Away, Up

CHAOS FATALITIES

CANNONBALL Hold HQ/HF/LQ/LF
Press Down, Towards, Up, Down-towards

GOLDEN SHOWER: Hold HQ/LQ
Press Down, Hold HQ/HF/LQ/LF
Press Away, Towards, Away, Towards

RUN FORWARDS: Hold HQ/LQ
Press Towards

RUN BACKWARDS: Hold HQ/LQ
Press Away

FRANTIC FURY: Hold HQ/LQ
Press Down, Towards
(hold buttons during duration of move)

THE SLASHER: Hold HQ/LQ/LF
Press Down, Towards

BRAIN BASHER: Hold HF/LQ
Press Away, Up, Towards

THE FACE RIPPER: Hold HF/LF
Press Down, Towards (in-close)

POUNCE AND LEAP: Hold HF/LQ
Press Down, Towards, Down, Towards

JUGULARBITE: Hold HF/LF
Press Away, Towards (in-close)

EAT HUMAN: Hold HQ/HF/LQ/LF
Press Towards, Towards, Away

TAUNTS AND TAUNTIES:

NECK WRENCHING: Hold HQ/LQ/LF
Press Towards, Down, Away, Up, Down

SHREDDING: Hold HQ/LF
Press Towards, Down, Away, Up, Towards

BLIZZARD

MEGA PUNCH (SHORT): Hold HQ/LQ
Press Away, Towards

MEGA PUNCH (LONG): Hold HF/LF
Press Away, Towards

MEGA PUNCH (QUICK): Hold HQ/HF/LQ/LF
Press Away, Towards

MEGA PUNCH (FAKE): Hold HQ/LQ
Press Down, [illegible]

PUNCHING BAG: Hold HQ/LF
Press Towards, Down, Away, Up (in-close)
[illegible] repeatedly to pound
HQ/LQ/LF to Juji-cut.

AIR THROW: Press HF/LQ in air close to opponent

THROW: Hold HF/LQ
Press Towards, Down, Away, Up (in-close)

FREEZE BREATH: Hold HQ/LQ
Press Towards, Towards

ICE GEYSER: Hold HQ/LQ
Press Down, Down

EAT HUMAN: Hold HQ/HF/LQ/LF
Press Away, Towards

BRAIN BASH: Hold HQ/HF/LF
Press Down, Down, Away, Up, Towards

MOON: Hold HQ/LQ/LF
Press Down, Down, [illegible]
Down, Up

SHRIEK AND EAT: [illegible]

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BY

RELEASE	PRICE
	TBA

GAME TYPE

1	24
PLAYERS	MEG

BREAK DOWN

OPTIONS

ORIGINALITY

CHALLENGE

ORIGIN

ACTION

STRATEGY

GAME AIM

REFLEXES

BEAT THIS

Earth in the [illegible]2040 is a [illegible]. In fact, it smells. Literally. Due to decades of landscape dodge, the remaining members of humanity are cowering in [illegible] and left unattended planets habited by [illegible] up the place.

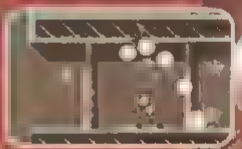
Unfortunately, one of these [illegible], janitors gets a bit too big for his dustpan and assumes control of the other [illegible] slaves. Before long, the 'Sterilised' dustbin licking bots on planet Earth are preparing various [illegible] for the ooze-to-chums humanoids.

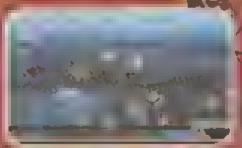
The [illegible], however, counted on the lowly Vectorillian – a robot who escapes from a sludge-dumping [illegible] in space to discover that things at home have been something of a farm for the worse. No single-handedly takes on Sterilised in order to return peace to the planet before the humans return.

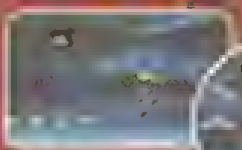
Vectorillian is a traditional game in [illegible] clothing, and represents a significant step forward [illegible] Blue Sky's previous efforts, Shadowmaster and Superstardust Derby. Blending a Metroidvania [illegible] through dystopian futuristic scaffolding and several [illegible] missions may not sound the most appealing prospect, but the fate of Earth lies in the balance and duty calls...

SPRITES A GO GO

The game opens with a screaming [illegible] across a giant living spacecraft. The level introduces Vectorillian's various [illegible]





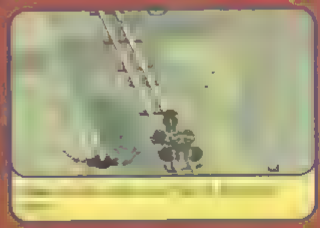


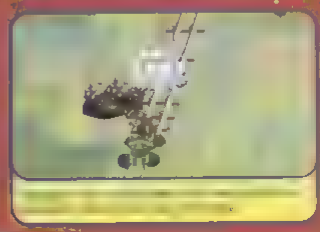
TORMAN

The spaceport level culminates with a fall into a giant mouth...

...as seen since days.

...ocean train that fires explosive shells from its antennae. Running on a track suspended high above the ground you must shoot the marauding boss droid whilst jumping over its bombs as they grab at you from below. Several different perspectives give you an aerial view of the action.





STRAP ON FUN

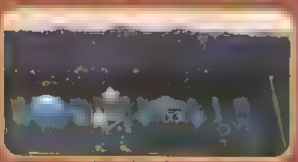
The shift base is operated behind a pronged television.

Spin through the platform surface.

Drill between undersea mines

Grab this icon to break

Floating atolls, the sea bed and secret underground tunnels are the scenarios for the Ocean Shelf level. Watch out for floating gun platforms, underwater mines and steel traps.



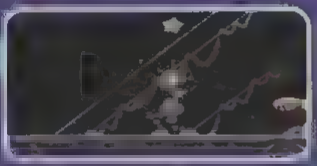
One of the most graceful power-up transformations momentarily turns VectorMan into a metallic frog which can scale the depths to reach the surface. Use this to access troublesome areas and simply save time!

COMMENT

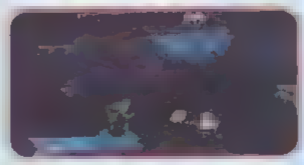
DAVE

COMMENT

MARKUS



WATERY WORLD



Emerge from the the underwater cavern to finish off the level boss. Or, as is more likely, get dismembered piece by piece and spread over a large area in a highly confrontational manner.

destined to become a frothy beard

No chance! No scanal! No leaps around in a slightly prissy manner!

GRAPHICS 90

ANIMATION 90

MUSIC 88

EFFECTS 86

PLAYABILITY 91

LASTABILITY 88

OVERALL

90

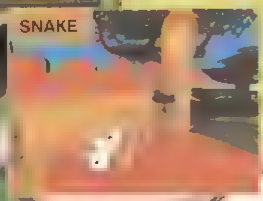
Theme

The mini movies are a neat way of seeing the Theme Park from your punters eyes. Many of the rides have a film strip icon that enters you into a rendered sequence showing the ride. These are an impressive presentational feature but don't have much bearing on actual gameplay.

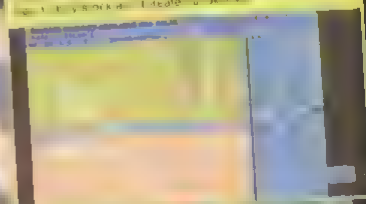
MAZE

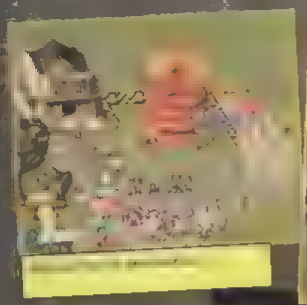
MERRY GO ROUND

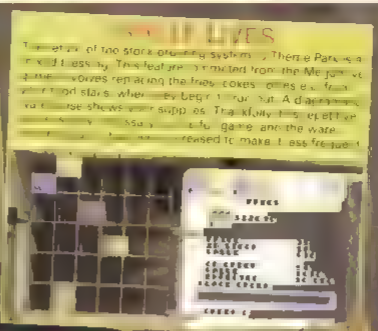
SNAKE

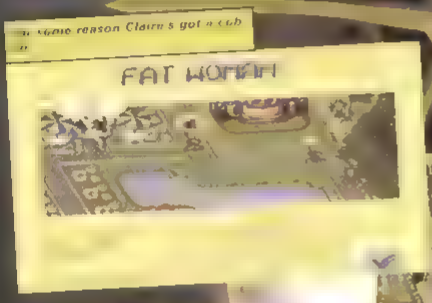


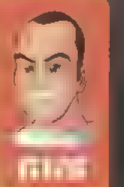
ROLLER COASTER











Theme Park is an extremely fine game, and this version maintains the standard as you'd expect, replacing some of the features the Megadrive sensibly left out. But there's a slight feeling of anti-climax in Bullfrog failing to add anything to an existing game for its Saturn release. True, many other PC and 3DO games will arrive on the system without enhancements, but it would have been gratifying for Sega owners to have some new perspective on the game, which is a year and a half old. Meaning aside, this is the fastest and most controllable Theme Park yet, wisely keeping the simplified icons, and easy to follow sub menus And the core game is as fun and absorbing as ever, with the movie clips a frivolous but welcome addition. If you have a Saturn, don't have this on the Megadrive, and want something more substantial than the likes of Panzer Dragoon, make your way to the turnstile

92
- Bright, gaudy, brash. Just like your average Theme Park.
- No new perspectives or features.

95
- The game handles an incredible amount of animated sprites at one time.

74
- Very flicky.
- Flicking means overcrowding, key-bopping again-and-again duties.

86
- A mixture of background colord and spot effects that aims to create an atmosphere and succeeds.

90
- The game's great asset is the freedom it offers: its one big puzzle that you set yourself.
- There is a lack of direct control [illegible] game.

80
- There is effectively no 'end', only further development, but there is a competitive element and a save function.

OVERALL

Theme Park as it was and is, with its small flaws and great qualities. We can't argue with that.

90

The GAME SHACK

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Virtua Fighter

ACTION REPLAY

PSEUDO SATURN

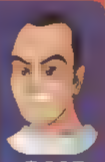
One area where this version of Virtua Fighter is identical to its bigger brother is the intro sequence.

Virtua Fighter

COMMENT

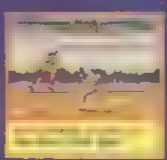
Virtua Fighter. What can I say? One of the milestones in gaming has survived the 32X experience with its dignity intact. OK, so the rough edges of the Saturn version just got a bit rougher, but it's pretty pointless comparing this with the performance of a machine that checks in at around £400. Sega have clearly cut their cloth with the 32X version, preserving as much as they can in some areas and adding new features to make up for the deficiencies. The multi-angle replays are impressive and the tournament option could add a whole new dimension to any fondue evening. Best of all, however, is the chance to dress your favourite hard man in shocking pink or a delicate shade of mauve. What more could you ask for? In short, this is a must for 32X owners and leaves the likes of Cosmic Carnage not so much standing, but lying in a bloody heap.

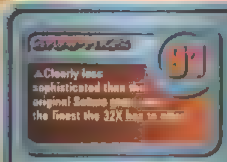
COMMENT

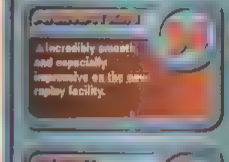


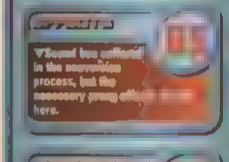
No one with a 32X can seriously have anything on their mind except this game. We can tell you that Sega and AM2 have not let you down. This is a superb conversion, as good as anyone here dared hope, and more importantly bound to go down a storm with owners who have had a pretty lean year. The game captures the spirit of the coin-op, not to mention its speed and smoothness. The graphics are more than satisfactory, almost matching those of the Saturn, and Sega have been shrewd by including exclusive features, such as the replay modes. This has to be the 32X game of the year, and the promise of better things.

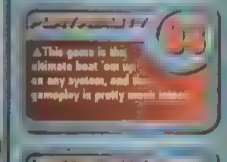
NEW TRICKS

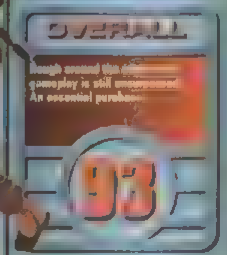










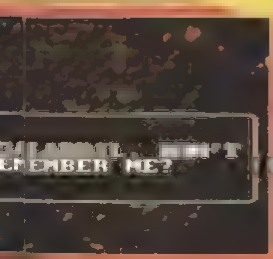


BLACKTHORNE
INTERPLAY
OCTOBER
1
24

BLA
Your hero is a versatile, full of beans type, rather like that geezer from Delphine's Flashback, and the hero of Prince of Persia. He spends his time running long corridors jumping chasms and so on and generally doing both at once (now that's clever). He can pull himself up on to platforms, grab cliff edges and press himself against the wall to dodge enemy fire. At your command he will use his weapon or operation through this, that is, his other reverse is

Impatient Audience

...ed to the wall. Some may offer ...advice, but it's all too easy to ... crossfire ... fight with ...oiled-up orc. Best to vie...



...explodes ...contact

REMOTE WASP
Remote controlled detonation device

...bridges on ...some levels. One model fits all

...Portal ...tech ...Gargy

...health restorative offen... ...of scrolls

Enter the Void

The way to the fortress is blocked by seven ...types of security mechanism. You'll have ...ver the objects that allow you ... ...ate them. The snag is that most of them ...possessed by the ...ued guards ... ...the power. Absorb the ... ...and ...effective. Wear a path ... ...Once you've got the objects you ... ...ve to ...ore ... ...

ONE INVISTAC TRAP

In addition to object puzzles, there are a variety of impediments and traps for you to overcome. Robot guns are lowered from the ceiling when pressure pads are activated, lift mechanisms have to be operated and secret doors behind waterfalls should not be missed

Let my people go, yeah, yeah, yeah. Let my people go.

Snow is falling [illegible], monsters aching, having [illegible]

COMMENT

MARCUS

Interplay have taken an established idea and created a slick interpretation of it. Blackthorne won't be winning the 32X any prizes for graphics or sound, as both are accomplished but hardly ground-breaking. Its best achievement is some absorbing and taxing gameplay, as you explore a huge amount of levels which explains the large size of the cart.

COMMENT

GUS

Good game! Good game! as Brucie would say Blackthorne is an accomplished little number that looks quite sharp (well by 16bit standards) and plays really nicely. Let's put aside all the 'what the 32X should be capable of doing' argument and see what Blackthorne offers. The gameplay is absorbing, and the area covered by the game is huge. The character control feels good on the whole, although there's a nasty unreliability about object selection that sometimes leads to unwanted jumps. The graphics are fine, with animation faring even better. Only the music is a positive irritation What you might think is that Blackthorne is not that much better than Flashback in style and content, which is after all two years old. Maybe this is so, but this is amongst the 32X's most enjoyable games, and it wont be coming out on the Megadrive

Graphics 87

▲Very crisp, with backgrounds getting better as you progress.
▼Little graphic [illegible] mesh zone.

Sound FX 78

▲You more flashy and personable [illegible] other adventure [illegible] lovely touches.

Music 69

▼Gets very annoying very quickly as it repeats continuously.

Effects 78

▲Good gun noises and the odd sample.
▼More ambient background effects would have added to the game.

Playability 88

▲Very nice learning curve and well constructed gameplay makes it crucially absorbing.

Lastability 82

▲Each level get progressively tougher and more complex.
▼The content of the game stays pretty much the same throughout.

OVERALL

A powerful mixture of explore-shoot 'em up that doesn't scream 32bit-ability but oozes playability.

80

SEGA SATURN • SONY PLAYSTATION • ARCADE
MAXIMUM
THE
MAGAZINE ISSUE 1
THE FIRST ISSUE
ON SALE NOW!

BY

RELEASE

PRICE TBA

GAME TYPE PUZZLE

1 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUES YES

SKILL LEVELS 3

RESPONSIVENESS UNFRIENDLY

ORIGIN

The cute cartoon character gets a devilishly difficult game of his own.

GAME AIM

Escape from the circus, navigating your elephant friend to safety and locating your errant children on the way.

BEAT THIS

Looks can be decieving. Take Marsupilami the marsupial, for instance. Even when caged and exploited by cruel circus-owners, the chirpy chappie maintains a cheesy grin and a cheeky disposition. One day, however, the worm turns and decides to lead his own animal liberation front. In an attempt to get back to his wife and three children Marsupilami breaks out of captivity, using his lethal whip-like tail to negotiate obstacles and subjugate the fat ringkeepers.

No worries then. Well, no worries except for Bonelli Marsupilami's lumbering elephant friend. The two break out together, and while Bonelli isn't exactly the brains of the outfit, he comes in useful for dousing fires with his trunk or simply battering into troublesome objects. Unfortunately, he's also one can short of a six pack and needs escorting everywhere. Marsupilami only has his friend, Tignass the hamster, and [illegible] help him escape the circus, guide Bonelli's every step and locate his errant three children before he can return home to his wife.

The scene is set for a bizarre dash against the clock as Marsupilami, Bonelli and Tignass take their faltering steps to freedom with only the marsupial's multi-purpose tail for protection.

BOTTOMS UP

WINCH

To use Marsupilami's winch facility, drop some food where you'd like Bonelli to position himself. While he's munching away, activate your tail exactly over his head and watch your little fat buddy fly. All a bit far-fetched really.

POLE VAULT

Although the various telepins include a parachute, a lever and a hammer, perhaps the most spectacular is the pole vault function which, when activated at the right time, launches Marsupilami across rivers and other gaps. When you get to the other side,

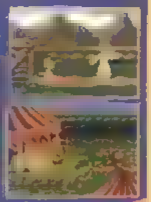
RING OF FIRE

In case you were wondering why Marsupilami would actually want to lumber himself with a cornless elephant, the reason becomes clear at the end of the first level. Jumping on the elephant's back, while he douses the flames with his trunk full of water is the only way through the fiery hoop.

SPITFIRE

CLOWNING AROUND

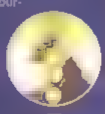
The game's politically incorrect animal-bashers include the ringmasters, who are easily vaporised into a puff of smoke, and the clowns. When [illegible] guy is [illegible] ual tells [illegible] out for his [illegible] stopped bells. Hmmm.



TAIL ENDS

A number of peripherals can be attached, Black & Decker style, to your tail, in order to haul yourself and your [illegible] across divers, over crates and [illegible] obstacles, you'll need to locate t[illegible] your journey...

The st[illegible] to your [illegible] will the ability [illegible] flight of st[illegible] along.



The re[illegible] to form y[illegible] mouse [illegible] in the [illegible] handy [illegible] bellow[illegible] to get [illegible]

The wh[illegible] use your [illegible] up Bonelli up to your level.

GUS

GRAPHICS	83
ANIMATION	82
MUSIC	81
EFFECTS	83
PLAYABILITY	79
LASTABILITY	72
OVERALL	81

Life hasn't been terribly taxing for our two-tailed furry friend since we last saw him. If the intro sequence for Tails Adventures is anything to go by, he's not had much to do except snooze on a tree stump while life on his own little fantasy island passes him by.

But such tranquillity was bound to be short-lived. Tails finds negotiations for his next television contract interrupted by the arrival of a bad-ass pyromaniac who decides to burn the island down for no apparent reason other than it would be good for a laugh. Suddenly all the island's animals are transformed into demon arsonists and find themselves equipped with flame-throwers and time bombs. Armed with a set of hand grenades and his uncanny helicopter-like flying skills Tails sets out to douse this skullduggery and collect a load of rings along the way.

OK, that's the thread-bare plot. What we have here is a fairly basic Game Gear platformer for Sonic's delightful little sidekick. Given centre stage is Tails up to the task in paw? Or is he about to be out foxed?

TAIL&A

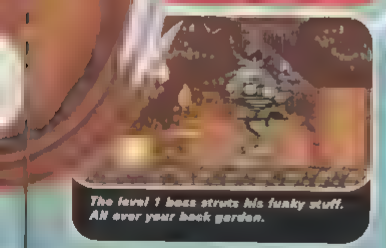
TROUBLE IN PARADISE

Tails is at one with nature and his little forest friends until what appears to be an armour-plated duck forks up and sets fire to the island. Not a welcome Art to visitors on the island.

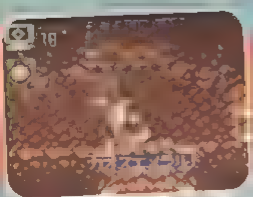
Tail's island paradise is lost to a pyro-maniac duck.

ICANHELPY STOP ME!

ADVENTURES

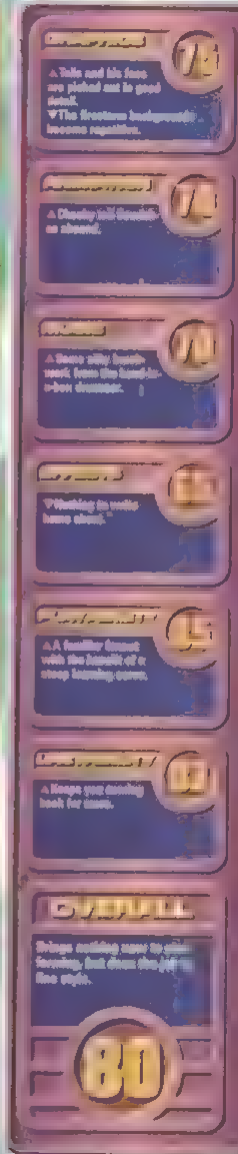


The level 1 boss struts his funky stuff. All over your back garden.



No hum. Been there, done that, seen it all before. Not only is this decidedly unoriginal, it's not even particularly challenging. It's all too familiar from Tails' Mega-drive adventures. Would, I wonder, this have made it far off the drawing board if it hadn't had Sonic's furry chum attached? I suspect not. Still, if you don't own anything like this already (and the chances of that are surely pretty slim) then you won't be disappointed.

Time to come clean. I'm a bit of a sucker for Sonic and his copter-like companion and feel that there's plenty of life left in the dynamic duo. True, I was looking forward to some 32bit awesomeness rather than another Game Gear potboiler, but Tails' Adventures will certainly do to be going along with. There's very little else to say about this, to be honest. It doesn't push back the frontiers of gaming as we know it, but it is a compelling and relatively taxing little platformer with just enough secret rooms and hidden power-ups to keep you coming back for more. It's a little disconcerting to see our previously power-loving tot bombing everything in sight to forge his path, but his unique hovering ability still stands as quite an endearing feature. Not half bad.



PREMIER

BY

RELEASE

PRICE
AROUND £40

GAME TYPE
SIMULATION

1-2
PLAYERS

8
MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

RELAXED

OPTIONS
CONTROL
JOYPAD
GAME
DIFFICULTY
TOUGH
CONTINUES
BATTERY BACK
SKILL LEVELS
N/A
RESPONSIVENESS
N/A

ORIGIN
Elements from all three PC Premier Manager games combine in this Megadrive football management simulation.

GAME AIM
Train your squad, motivate your players, buy the opposition and outwit the board.

BEAT THIS

MASTER MENU

All your weekly match preparation stems from selecting the icons on this central menu. Transfers, ground improvements and news all come through here, and after every match you're returned to this central point to start all over again.

The teleprompter icon gives you the latest news of club transfers and fixtures. It can also tell you if the health and safety inspectors are snooping around your ground...

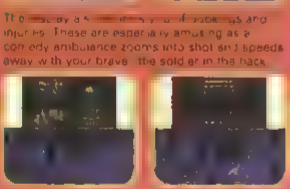
Generate som... taking large ... money from ... return for spe... promotional ... around your ...

MANAGER

GAME ON

The animated scoreboard brings you highlights of your match. A simple indicator shows you the rough position of the ball on the pitch and a rolling on-screen commentary tells you who has possession. It's edge of your seat time when the opposition approaches your goal space and takes a kick... will it be a miss, a save or a goal?

The display also shows bookings and injuries. These are especially amusing as a comedy ambulance zooms into shot and speeds away with your brave little soldier in the back.



COMMENT

MARCUS

Did anyone buy a Megadrive hoping to play a football management sim on it? I shouldn't cost. This is a bonus and genuinely impressive entry into the console stakes. Despite the fact Premier Manager still clearly has no opponent whatsoever, its fine pedigree and careful attention have contributed towards this being a solid game.

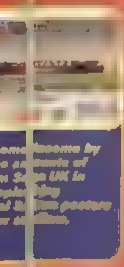
Scratch the surface and the seemingly endless tables of statistics begin to make sense. Follow your players through the on-screen commentary that simulates each match and you'll soon find yourself encouraging your brave lads. In short, the more you give Premier Manager, the more rewarding it becomes.

The illusion is only shattered when you stumble across the odd inaccuracy (while the teams are spot on for the new season, some of the players seem misplaced) and when you get the impression your squad is behaving in a generic 'division 2' or 'division 3' manner. Overlook these minor quibbles, however, and you'll be surprised how compelling a statistics-based management sim can be.

COMMENT

GUS

Footy management sims have always been well received on computer formats as Powerdrive, Football Manager team programmer Kevin Toms is laser money for years. So it's surprising it's taken five years and some marginal platform games before the Megadrive gets its first serious shot. But let those itching to be Arsenal, Atletico, Keegan or Dalglish, it's just the ticket. Initially the game might repel with its distinct lack of tutorial and overuse of visually-challenged tables. Within a short time (or rereading) you'll begin to see some of what makes the game tick, and then get down to the tricky task of making a successful and profitable team. The only reason this doesn't score into the 'magic Mention' is its single save game position. The inability to hold more than a single team is a frustration. Even so, this has the biggest RAM memory of any Sega cart. Which is why such games are best suited to computers after all.



GRAPHICS 75

ANIMATION 65

MUSIC 60

EFFECTS 55

PLAYABILITY 87

LASTABILITY 92

OVERALL

89

DIVERSITY

TBA

TBA

ADVENTURE

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUE RAM SAVE

SKILL LEVELS 1

RESPONSIVENESS VERY SLOW

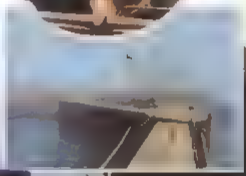
Myst was originally a Mac CD-ROM project, but numerous other CD versions are planned.

Unravel the mystery of the islands using intellect and intuition.

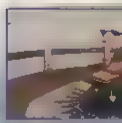
A strange book. A series of unsettling, isolated islands. On each, the structures and edifices of cultures quite unlike our own. Mysteries within mysteries, leading to other puzzles, all united in one vast mystery of Who? Where? When? Why? How are all these connected? They are the basis of Myst. You find yourself within these worlds, with nothing to help you but your wits and clues, left by persons unnamed. Bizarre devices (magical, mechanical?) operate at the flick of a switch. Sometimes. But progress seems only to lead to more questions, and a looming sense of threat. And all from two strange books.

OPEN YOUR MIND

Myst is an entirely puzzle-driven game. There are no guns, no baddies, no deaths and no credits. Success is measured in progress. Progress is made when you reach an unattainable place or discover the purpose for one of the many machines you reach. Although the puzzles are complex, the control is a simple point and click interface. The graphics don't scroll, but are made up by a series of locations the screen flicks



THE POWER CHAIN



PLAY MYSTY FOR ME

Myst has been converted from the original Mac game which took the Cyan team four years to design, render and assemble. A multimedia demo of 'The Making of Myst' is hidden on the CD.

TREE OF KNOWLEDGE

The first island is a pivotal point of the adventure. At its heart is a library. Many of the books are charred, but the remaining journals offer invaluable assistance. Next to the library is a personal planetarium, which displays constellations for pre-programmed dates

COMMENT

MARCUS

When Myst first appeared on the Mac, and later the PC, it heralded the beginning of something pretty special. No-one had seen anything like it before, and it launched a wave of similarly competent adventures like The 11th Hour and the Alone in the Dark series. As a result of all these similar games, Myst started looking a little dated. While there's still nothing to fault it in the graphics department, my original concerns about the rather static gameplay persist with the Saturn version. Yes, it's very atmospheric - but is that enough? Not any more, I'm afraid. My guess is that we'll see a similar pattern emerge with Saturn software that we saw with other systems and that Myst will just be the beginning. In other words, the best is hopefully yet to come.

COMMENT

GUS

Myst is a fantastic game on any format, but even weirder to play on a console. After the pace of Daytona and Virtua Fighter, it may seem horribly sedate to wander through the beautifully crafted worlds of Myst, but as an adventure game there's little to touch its atmosphere and construction. There is huge attention to detail, from the wonderfully written diaries in the library, to the eerie instruments of torture in the bowels of mechanical world. There is very little given in terms of explanation, so playing the game is bewildering, and a little menacing. The more puzzles involving, and are much more sophisticated than 'take object A to site B'. This is a niche game with limited appeal, but it's pretty outstanding, nonetheless.

Graphics 91

- Fantastic still rendered landscapes. It's a work of real creative imagination.

Sound 70

- The game is basically a series of stills, with only a few areas of animation.

Lastability 71

- Short excerpts of spooky music accompany certain areas.
- Most of the game is played in silence.

Playability 91

- The convincing FX suit the areas. Some puzzles use sound for their solutions.

Overall 91

- Adventure fans will perceive the quality and ingenuity of the game.
- No action, and no real baddie.

Graphics 92

- Finishing the game requires lateral thinking, and while you play you are totally absorbed.
- It's [illegible] work.

Overall

The most original adventure idea for years, elaborate and lovingly crafted. Explore its delights.

82

BY

RELEASE

PRICE

£44.99

GAME TYPE

1-4
PLAYERS

16
MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL: JOYPAD
GAME DIFFICULTY: TOUGH
CONTINUES: 99
SKILL LEVELS: 3

ORIGIN

The third in this impressive series of table-top racing games

GAME AIM

Navigate your tiny cars/boats/jet speed fiends by difficult courses composed of household objects.

BEAT THIS

No, the world's favourite overhead racing game hasn't notched up version no.3 just yet. Micro Machines '96 is a stop-gap until next year's Micro Machines 3, and is best regarded as an upgrade to the second version of the game.

Micro Machines 2 has apparently shifted a quarter of a [illegible] copies since its release, and this new hybrid is still [illegible] as it of 12 months' research and scrapping the formula. The Micro Machines experience starts to lose some of its sense of play-by-beating flash graphics fades down. You have control of a toy car which zooms around various [illegible] in the Micro Machines house. Choose your speed machine from an array of trikes, cars and even jet planes and after negotiating everything from gas stoves to burse burners in your mission to complete circuits of table tops [illegible] all your competitors. Aerial views of the 65 tracks [illegible] set for exciting obstacles and [illegible] efforts to sneak ahead of you or nudge you off the top altogether. Of course, weapons and extra features Micro Machines 96 presents, perhaps the most exciting is the new construction kit facility [illegible] with which you to design your own tracks and save them for [illegible] Micro Machines now features

Micro Machines '96 features 48 new levels, and amongst these are eight brand new scenarios. The [illegible] use you negotiate such outlandish [illegible] ming bunsen burners, barbeques and

If you don't scale the [illegible] quick enough you fly along with the sausages!

SCIENCE LAB
An ingenious game of frogger across the laboratory sink. Ah, brings back memories!

JET JOUST
Start the engines, point your planes in the right direction and keep your fingers crossed on this screen!

GO KARTS
Stuck on the running machine, you and your fellow go kart drivers face an eternity of gameplay with all the breathtaking variety of Outrun.

Opportunities for spectacular multi-car pile-ups abound with the eight player option.

Micro Machines 96 Tournament

DO IT YOURSELF

The most innovative feature of this new Micro Machines title, before you race around the various tracks on land, sea and air, you have the opportunity to clutter the course with whatever rubbish you like.

SPLIT SCREEN

Choose from the various options on offer.

MAGNIFYING GLASS

Select a section of the track and zoom in for a closer look.

SCENIC ROUTE

Put the selected bird's eye view of the track on screen.

REWIND THE VIDEO

Any race devised makes some logical sense, regardless of how brutal it may be, then you're ready to...

ROAD TO HELL

Then zoom in to experience your nightmare sh driving experience in all its random and mindbogg glory.

Dumbell Derby in the gym. Other new scenarios include the camp site and the lab.

MARCUS

Micro 2 is one of the best games on the Megadrive so this definite improvement should be a totally essential purchase, now? Personally, I'm a big enough fan of the game to want to have this as well as Micro 2, but there'll be quite a few people who won't. This is mainly down to the fact that a fair amount of the tracks are taken from the last game. Admittedly they're the best ones, but some people still won't feel too happy about buying the same tracks again. Anyway, forget 'em because the new tracks and vehicles are great, the massive number of new play modes make the four-player option even better and the track editor is essential. Big Micro fans shouldn't even think twice about buying this, even if they've got the other two games.

GUS

The best just got better – there's no dispute about that. The only debate lies in whether you're going to want this if you've already got Micro Machines 2. Well, I reckon this is a pretty essential purchase, and here's why. Whereas the new scenarios like the gymnasium, the camp site and the science lab are good fun, they're simply variations on themes we've seen before. The customisation bit, on the other hand, lends a whole new dimension to the game, and being able to save tracks means my masterpieces of modern art motocross are going to keep me busy at least until Micro Machines 3 hits town. Who'd have thought town planning could be this much fun?

GRAPHICS	86
ANIMATION	84
MUSIC	84
EFFECTS	80
PLAYABILITY	91
LASTABILITY	93
OVERALL	92

MORTAL KO

You don't really care about the plots of beat 'em ups do you? No-one does. They always involve every character entering the tournament to get revenge on the big boss for killing their parents/brother/sister. But, wait for it, in Mortal Kombat 3 we've got a beat 'em up with a slightly different plot!

MK3 (as it's known in these parts) involves Shao Kahn and his hoards of evil Outworld trying to conquer Earth for their Outworld realm as well as the greedy Kahn killing everyone on the planet to claim their souls as his own. Most of the human race has been wiped out but the few surviving warriors pack up their weapons and set out to save the world. Add to this Sub-Zero being marked for death by his new robotic ninja clan and Sonya out to recapture Kano and you've got all sorts of chaos. The criss-crossing plot means that you've got the battle of good Earth against bad Outworld people as well as a few revenge stories chucked in for good measure. The way the characters choose to fight is very simple - one-on-one. Not only is it a very honourable way of sorting out your differences, it makes for a great two-player game! Hurrah!

BY

RELEASE

PRICE TBA

GAME TYPE BEAT 'EM UP

1-2 PLAYERS

32 MEGS

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

ORIGIN

GAME PLAN

BEAT THIS

NEW KHARACTERS

There are 14 regular characters for you to select, with five of them returning from Mortal Komabt 2 (Sang Tsung, Jax, Liu Kang, Sub Zero and Kung Lao), two hailing from the original Mortal Kombat (Kano and Sonya) and 7 new challengers ready for you to master. You know all about the old fighters so here's the rundown on the new ones

SINDEL

Sindel is the bride of Shao Kahn and has been brought back from the dead. She has the ability to fly as well as spit fireballs and scream her opponents to death.

SEKTOR

Sektor is Cyrax's twin brother. Thankfully their parents decided to dress them in different colours. Sektor's chest plate opens to release missiles, both homing and straight, and he can teleport beneath his opponent and punch them from below.

KABAL

Kabal nearly died at the order of Shao Kahn and has to get revenge with his life-support system strapped to his back. Kabal can spin his opponents around until they get dizzy, giving him a chance to start a brilliant combo with his sword things. He can also shoot the obligatory fireball and chop his enemy up with spikes.

STRYKER

When Shao Kahn invaded Earth, he wiped out Stryker's home city. Being a riot cop, Stryker's got a big baton and lots of grenades to help him keep the peace.

NIGHTWOLF

The Mortal Kombat American Indian is armed with a glowing axe and spiritual bow and arrow. The best bit about Nightwolf, however, is that you can bounce fireballs back at your opponent, including Sub-Zero's ice.

CYRAX

Cyrax's special advantages include a net to trap his opponents, grenades hidden in his chest and teleport capabilities.

SHEEVA

'Big four-armed dragon woman with green blood' is the best way to describe Goro's friend Sheeva. She's borrowed the ability to throw fireballs and to jump from a great height onto her opponent.

SMOKE

Smoke is a secret playable character who can use Scorpion's harpoon as well as a teleport punch and a great invisibility mode. Get it and he'll appear on the select screen occasionally [illegible] easy. Stay tuned to find out how.

MOTARO

Shan Kahn, like every mad demon lord bloke, needs a body guard. Who better than Motaro? Motaro is a centaur, a race of four-legged dragon thingies and is armed with painful fireballs, the ability to teleport and very big muscles.

MBAT 3

MEGA GAME

COMMENT

MARCUS

First of all, a brief word of warning. When you first play this you'll almost definitely say that it isn't as good as MK2. Keep playing, however, and as you get into it and learn some decent bombos you'll see why we like it so much. For one, it's way way faster than MK2, which instantly makes the game more exciting. The bombo system, which at first seems silly, really adds to the game, giving you something else to learn and master other than finishing moves. The graphics and sound are digitised from the arcade so they're a bit hazy, but with a game like this you can put up with little quibbles. The game's been around in the arcades for a good few months now and still not all of the secrets have been found so this'll keep you going for ages. All in all, it's just another brilliant Mortal Kombat, and probably the best Megadrive beat 'em up I've ever seen.

COMMENT

GUS

It's the same old thing isn't it? Digitised fighters who move at the same speed as one another, have the same reach, use similar special moves and have the same fatalities. Well, yes and no. Even though each character is similar to the last, more so than Super Streetfighter 2, they all play differently, most notably in the bombo department. As we've come to expect from the Kombat series there are loads of finishing moves (friendships, babalities, animalities, marcies) which have all been improved as well as plenty of funny, rather than gory, fatalities. The actual game plays better than before but I still prefer SSF2's style of massively different fighters. The secret bodes and things will take you ages to discover but when you do they'll actually improve the game, evening out one-sided battles and the like, to keep your interest in the game for a long time to come. MK use had to fight with SF2:CE for sales, MK2 had SSF2 to worry about, but MK3 has nothing stopping it from being the number one Megadrive beat 'em up around.

GRAPHICS 91

ANIMATION 80

MUSIC 75

EFFECTS 93

PLAYABILITY 93

LASTABILITY 94

OVERALL 93

SONIC LABYRINTH

RELEASE:.....OCTOBER
PLAYERS:.....1
BY:.....SEGA

MEG:.....4
PRICE:.....£24.99
GAME TYPE:.....PUZZLE

GRAPHICS 75
Sonic is in fine spiky form. Everything else is pretty basic.

SOUND 6
Few surprises.

PLAYABILITY 7
Nothing sophisticated. The high speeds the game plays at don't help.

LASTABILITY 71
Quite an original and intriguing premise.

VALUE 72
Someone let that wasp out of that bottle.

ADDICTION 71
Frustration soon kills enthusiasm.

OVERALL 78
A peculiar game, and an unsatisfying play.

While Tails is busy fending off the backdraft on his private island, Sonic has found himself in altogether more surreal difficulties. Snatched from his platform paradise, our blur in blue has been deposited on a chequerboard hovering in a psychedelic sky. His only way out is to roll himself into a spinball and collide into various meanies, avoid sticky patches of chewing gum and slide across moving walkways until he can find the keys and rings to unlock his escape route.

Aside from his fleeting guest appearance in Bug!, Sega's mascot hedgehog is currently being put through his paces on just about anything and everything the Game Gear can throw at him. This time round, it's a fast-moving puzzle which sees Sonic batter himself through various obstacles with scant regard for personal safety. Shouldn't someone at Sega have put him on danger money by now?

Chew it, gum – isn't you just lak it when that happens?

The little blue guy takes trip on planet breakout

COMMENT

I just couldn't get my head round this. The game moves in fits and starts as you find yourself being flung around at incredible speeds in the usually vain hope of passing through the right area (or hitting the right baddie) in your search for keys and rings. Annoyingly, the degree of control you seem to be able exercise over your fate is limited – you can get through each level with a bit of practise but you're left wondering how you did it. Ultimately, this game is bonkers. And, sadly, fairly repetitive and frustrating. Oh, and a warning to hedgehog lovers – the level of physical brutality our blue chum has to endure is second only to the battering he received during Sonic Spinball.

COMMENT

Puzzles like this are perfect for the Game Gear – not too grand in scale and easy to tackle in short segments at a time, they make for excellent hand-held fun. OK, Sonic Labyrinth is flawed, but everyone's favourite hedgehog behaves in in character and some of the graphics brought back fond memories of the Sonic coin-op. If you're into puzzle games, pinball or even Sonic generally, this should appeal if you can get round its limited scope. And some of the cheeky little graphics touches are worth a grin. I didn't expect too much from this, but it kept me amused for a while.

MEGA SHOP GUIDE

MEGA MACHINES SEGA

To advertise in the Mega Shop Guide, please call Liz Hawkes on 0171 972 6700

OUT NO

Once again, Sega twist our arms at right angles to our bodies and we review the Saturn stuff that was out yonks ago and which is due out for your super UK machine about now. Apart from the first of this month's titles, which is one of those import thingies we couldn't be bothered to tackle first time round. All Japanese instructions and stuff, you understand. So if you have a Saturn this is it for the month of October:

DIGITAL PINBALL

£44.99

1-4 PLAYERS

This has undergone a name transformation from its Japanese incarnation as 'Last Gladiators' to the rather less grandiose and eminently more relevent 'Digital Pinball'. This is a rendition of the age old game of flipper that sits in many a pub, pier and grimy arcade.

There's nothing grimy about this game,however, which comes from little-known developer Kaze in Japan. It's beautifully presented, with extremely crisp graphics and stylish over sys. The copious sound effects are similarly tip top and crystal clear.

What Digital Pinball attempts to do, and is one of its failings in the process, is be extremely faithful to the mechanics of the game. Instead of using overhead-viewed scrolling tables, the action is viewed from a static, slanted tab e which is contained within a s ngle screen. Many of the features are semi-transparent, allowing you to see the ball when it's tucked up the back of the screen. The ball movement is very convincing, and it's a remarkably close interpretation of real pinball.

Unfortunately, pinball as it actually stands doesn't quite work on console. The space a scrolling table offers means more features, and Digital Pinball's four separate tab es are cramped and generally uninspiring. Complexity has been added by creating all sorts of complex bonus paths explained in a series of instructions. Although there are plenty of ways to score points not much else, except perhaps multiballs, is likely to happen. The themes are amusing, like a gladiatoral table with mini colloseum, Warlock table with spell multipliers and a Samurai game with martial arts stants.

The game s made more stimulating by use of its 'dot matrix' interludes. These narrow sequences play across the screen, with sty ish monochromatic images accompanied by amusingly doom-laden utterances. The game becomes thick with them the more skilled you become.

Digital Pinball is not bad at all, and at first is quite compulsive. It s the long term value that we doubt (considering the sam ness of the tab es and that all the combined bonuses and features seem to lead only to higher scores...not new effects. Points may be enough for wizards, but we're console game-snayers here.

OVERALL 67

Fantastical pinball for pedants, but true to the game by the same token.

BUG!

£49.99

1 PLAYER

OVERALL 84

Should be the definitive Saturn platformer for some time.

So this was reviewed but two months ago. But games this good are few and far between so you should now make an effort to buy the damn thing now it's out. Bug's main achievement is to put a bit of spunk back into platform games, just as they're going through a bit of an unpopular patch.

It's true that nothing in the game is amazingly original or that the gameplay is that complex but that's an asset in many ways. Bug is a consistently enjoyable game to play, accessible to all levels of gamesplayers, but rapidly proving itself as a pillow biting challenge. From World 2 onwards expect no mercy.

The game's unique feature is Bug's ability to walk into the screen on its platforms and walkways, which it's Saturn handles with as much ease as normal left/right movement. A load of other nifty scaling and perspective effects are also in. Part of the compulsion is seeing what's in store after.

Fab graphics, great sound, excellently structured game... think we have this months best buy.

VIRTUAL HYDLIDE

£39.99

1 PLAYER

We must confess, in being a bit surprised that Sega bothered to convert T&E Soft's every RPG for the UK Saturn. That type of game is always for a niche market so it's a sign of Sega's commitment to provide a broad raft of game styles for the machine early on.

Having said that, our reflections on Hydlide would suggest that it's not really a mad attempt at RPG games anyway, this is a 3-D exploration game bearing the hallmarks of Dungeons and Dragons. Playing an energetic young adventurer you explore a large map which has about ten locations you can actually go and visit.

These are rather more interesting than the aimless wandering within the dull grey randomly generated outdoor landscape. There are objects to be collected and equipped, new weapons and armour and the occasional puzzle to solve.

The graphics are strange, functional 3-D, but extremely blocky and blurred especially close up so the effect overall is not too pleasant. Our assessment of Hydlide has cooled from the import review even though the UK version makes matters more reading less of a chore. Coupled with more interesting RPG developments due from Sega if you don't have some form of RPG you might want to consider Hydlide.

OVERALL 71

A simple RPG in a Legoland environment. Generally flawed.

SHINOBI X

£TBA

1 PLAYER

Shinobi X was one of the first Saturn projects to be announced, and really offers a taste of what the machine can do. To the dismay of some it's a standard left to right style platformer, indeed a textbook example of the genre. That's not to say that it doesn't have a few fancy tricks to show however.

The styling and gameplay is very much in line with the three previous Megadrive Musashi games. Joe the ninja hero pulls off the same mixture of acrobatics and magic many of the same moves. The difference is excellent new animation using digitised actor sprites.

In the game's favour the controls is very responsive and quite fast reactive using blocking and combination attacks makes Shinobi more than hack and slash and your opponents are similarly smarter than the average platform game stooge. These levels start to get hellish about half way through and take you through familiar pagoda, minecart and dungeon territory with your pals kidnappers always one step ahead.

Since our favourable import review Segas name of change has been to the music unhappily with the bass trashy ditties. Segas commissioned one of their composers at Sega UK in Chiswick to have a go with an original soundtrack. It's rather more atmospheric than the original. Also, the game seems to play slightly faster upping the difficulty level marginally.

There are some valid criticisms to be made of Shinobi X for being too conservative and unadventurous but there are always takers of well executed conventional titles and Shinobi X certainly is one.

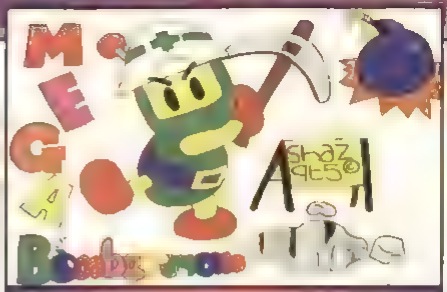
OVERALL 84

Snacks firmly of Shinobi.

MEAN YOB

A quiet word in your shell-likes about bodily emissions. Sending them to me through the post is not big. Or clever. What's more it causes unnecessary distress to the ladies in the office. And it upsets Claire and Lucy. So, the scumbag who sent a selection of his snot to me in the post is not only a prat, but also stupid – you put your address at the top of the letter. Expect a surprise soon, sucker.

In the meantime, send appreciations, polite constructive criticism and cash to: YOB'S SAMPLE BOTTLE, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU



Bomberman by Sharon Dhesi (May relation to Ron and Bev?), aged 15, from Manchester.

LAD MAN

Dear Yob

What is everyone's problem? It seems we've just replaced one debate for another. We've spent years getting bored fartless with people bang ng on about the 'Sega v Nintendo' debate and bickering endless y about which is the better machine the Megadrive or the SNES. Just when it seemed like all that rubbish had been forgotten, here we go again – Saturn v Playstation. It's not as if there's that much difference between the two machines – what this is really about is people slagging off their mates' machines s mply because they've got something different. A few years back I decided to get a Megadr ve and a SNES, so the debate didn't touch me – I had the best of both wor ds. Now, my so ution is the same – bought a Saturn the day they came out, and I'll be there as soon as the Playstation is available. And before anyone starts whining about money – I'd just like to say that I'm serious about my gaming so I think it s essential to have the best that s out there. After a l, buying a Saturn and a Playstat on is still going to cost ess than buying a PC – the other so-called games platform of the future. I reckon that. If you're not prepared to get the best that's out there, and experience the best that both formats have to offer, then you're probably not very serious about play ng games at all.

Mark Leach, Palmers Green, London

YOB What about the debate between the Master System and the Gameboy? Which machine is superior there? And the Tandy Colour Genie and the Commodore Vic20? You lot have got short memories haven't you? A few years pass and suddenly we're all going next generation and good old-fashioned computing isn't good enough for you any more, oh no. Well, I say there are scores that still need settling.

Bugs [illegible] Easter Bonnet [illegible]

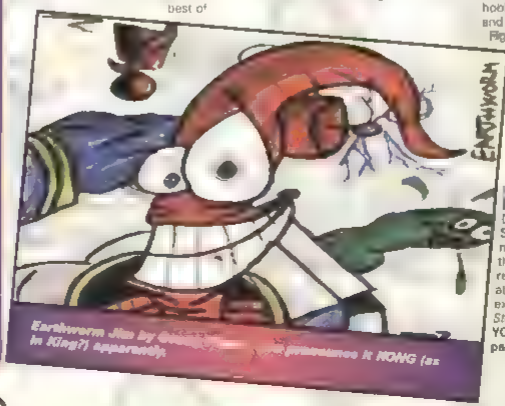
SCALP FLAKES

Dear Yob

I've been playing games for years, but have recently encountered a b t of a problem. My girlfriend says that games are for nerds and 'anoraks' and has told me that she's embarrassed about my "sad hobby". I'm saving up for a Saturn and I know that when I get V rtua Fighter my "sad hobby" is going to get even more addictive.

Keith Watson, Keynsham, Bristo.

YOB Tricky one this. Girls are pretty cool, but Virtua Fighter is a smart game. Sod it – ditch the chick.



Earthworm Jim by [illegible] in King?) apparently. [illegible] performance it KONG (as

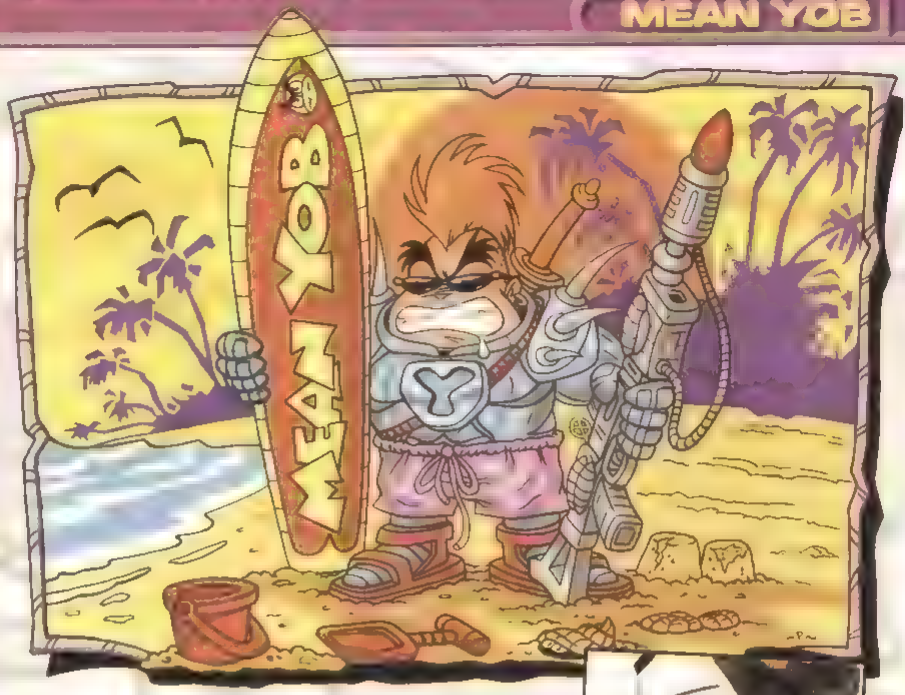
BOTTY SCRAPES

Dear Yob

Sega Power are really getting up my nose. They slag you off all the time, and never do a rea review without some stupid attempt at comedy – mean, what exactly is a "tips nappy"?

Steven Tage, Dudley, Birmingham

YOB Simple. It's a disposable pair of pants full of cak.



CRUSTY SCABS

Dear Yob
I'm writing to you about a subject that I must get off my chest – it's the Saturn. Even though I am a tad skint and currently unable to buy one I feel that I have to bring up the old chestnut of games companies monopolising the market. I am merely a humble Megadrive owner and already know what it's like to cough up vast piles of cash for games that only cost a smidgen of the price to make, normally being led into buying such stuff because they have a high bit memory or a plug through system (yes I do have S+K, for my crimes). What puzzles me, is why Sega price CDs that have no [illegible] chips or other moving parts the same as we olde Megadrive games? A CD probably costs even less to produce than a cart, so why aren't they priced lower? It's about time those nice people down at Sega Europe got off their butts and did something about it. I leave you to your digestive related insults, because sad people like me deserve it for whinging like this.
Ben Sole, West Bromley, Kent
YOB Arse hairs. Insults relating to bottom bristles are far more satisfying than digestive related insults. Where's the fun in slagging off someone's biscuits? Anyway, arse hairs. Why don't you pull yours round your ears?

WEEPING SORES

Dear Yob
The fact that Sega aren't including an RF lead with the Saturn is a bit below the belt really. 80% of homes may well have scart capable TVs but Sega should also consider the other 20%.
While I'm on the subject of Saturns I was looking through a mail order brochure recently when I noticed the catalogue company were charging £500 and not even including a game. If you wanted Virtua Fighter you had to pay an extra £60. My advice would be to steer clear. Catalogues can be a good thing, but there are plenty of places selling the Saturn for £350 with a game.
M Kilvington, Southsea, Essex
YOB In estimating that most people did indeed have access to a scart TV, Sega's decision to not bundle an RF lead was an afford to keep the price of the machine as low as possible. Had they included an RF lead it would have bumped up the price for all the people who didn't need one (the majority, after all) as well as though who did. Besides, what's the matter with you? Haven't they got any electricians' shops where you live? Bah.

And that's just about it from your friendly neighbourhood shclockmeister for another month of heated debate and friendly banter. The world waits with baited breath and fevered brow as the dawn of a wondrous new pile of old toss comes around again next issue.

MAGIC SPINDLE

Dear Steve
I am writing to you to warn you about an add in MEAN MACHINES SEGA for Spectrum Trading UK. I saw the advert for games, so I sent away for Toe Jam and Earl 3. That was at the beginning of July and I have not received my game. I have phoned them up and all I keep getting is an answer machine. I have left messages on that, I have written to them. I have not heard back from them. I thought I write to see if there's anything you can do, and also as a warning for other readers of your magazine
C. Stapleton
GUS We'll certainly investigate your complaint. We take care over our advertiser, but sometimes things happen. It is important that you take care when replying to Mail Order ads. Make sure the company is contactable by phone, don't send cash and check if the company has advertised for some time. State that you want your goods within a working week and they be sent registered post. Any decent firm will do this. Reputable mail order importers we know are Video Games Centre in Bournemouth and Ace Consoles on 0171 439 1185.

QUALUDE

Dear Steve
Can you answer these questions.
1. Can you play music CDs on the Saturn?
2. Do you need an adaptor?
3. I have £50 what Saturn game shall I buy?
4. Is Primal Rage any good for Saturn?
5. How much will it cost?
6. When will it be coming out?
Stephen Smith, Wolverhampton
GUS.1. Yes you can
2. No adaptor needed
3. Daytona or Bug
4. Dunno, but will know next month
5. About £50
6. November-December time

COCOA

Dear Steve
I think your mag is the best in existence, even better than Sega Pro. Please, please, grovel, grovel, print this letter.
1. For Nintendo's Ultra 64, it has been decided to use cartridges instead of CDs. A bloke at Nintendo said it was better to use cartridges because they can store more information. But what's the proper answer?
2. Is JVC Boxing on the Saturn any good?
3. One of Sonja Blade's moves in MK3 involves taking all her clothes off. True?
4. Is the quality of the MPEG adaptor on the Saturn any good?
5. Why didn't Bullfrog include a battery back up on the Saturn version of Theme Park?
6. What do you think of Sega signing a deal with Californian company NVDIA that will allow Sega to develop and play games on the PC?
7. The Saturn has three 32bit processors, so why is it called a 32bit machine?
Richard Marsh, Shrewsbury
GUS 1. Nintendo opted for cartridge for various reasons, but storage is not really one of them. The advantage of cartridge is speed you can access a cart a most instantly. A CD in comparison has slow access, so the game actually in action has to be stored into the internal RAM. This in turn makes a CD console more expensive as it needs both RAM and a disk drive. The advantage of CD is the amount of storage space
2. Looks like it could be quite jolly.
3. Only if you handle her correctly (short).
4. Movies look okay, and the Saturn has some unique effects like zoom and picture-in-picture.
5. The expense developers apart from Sega find battery back ups very costly, and Theme Park would need a biggie.
6. Sega realise they are excellent at doing software that people want. If that software is for PC, why not?
7. Calling a machine '16bit' or '32bit' is judged by looking at the central chip or CPU which orchestrates all the other processors and is the most important. The Saturn CPU is 32bit RISC.

DEADLINE DAYS

Dear Steve
Please answer my questions, as it is the first time I've written to your magazine.
1. In the September issue, Steve was asked if there would be a Sonic 4 and he said they're probably would. But in the August issue of Sega Magazine, in reply to the same question, they said that Sonic and Knuckles WAS Sonic 4. Who is right? If it's Sega mag why did no one know this at the time the game was released?
And if you are right, has work started on Sonic 4 yet?
2. Any more news on Brutal 2000 for the 32X?
3. What is your favourite game?
4. Do you think there will be any drop in the Saturn's price before Christmas?
Shelley Blair, Co. Antrim
GUS What is all this guff? Surely what matters is if there will be another Sonic game for the Megadrive. Yes, think there will be one last fling on 16bit. There should also be a 'Sonic 4' on Saturn next year.
2. Who really gives a toss about Brutal?
3. Daytona USA
4. I think it's possible

RADIO 3

Dear Steve
1. In issue 25 there was a preview of Scooby Doo. I have had a most every issue after that but I have not seen a review. Why?
2. Should I buy Theme Park or Comix Zone?
3. Please put these games in best to worst order: Lethal Enforcers, Asterix, Power of the Gods, Primal Rage, EWJ2?
4. Will there be a Story of Thor 2 on the Megadrive?
Thanks a lot and keep up the good work
Alex Harrison, Beighton
GUS 1. Pity about that. It's all part of the Sunsoft saga. Marubeni used to distribute Sunsoft games in this country, but both sides found it hard to get there act together. Sunsoft was wound up last year and Scooby Doo, a promising project, was one of the casualties. Someone should pick it up and finish it.
2. Are you clever? Yes? Get Theme Park.
3. EWJ 2 (probably), Primal Rage, Asterix, Lethal Enforcers
4. Probably not

NIGHT NURSE

Dear Steve
Oh Guss, or whoever's doing the Q&A. Your magazine is the best Sega mag around and please answer my questions.
1. When will Lemmings 2 be out on Game Gear?
2. Is Lemmings 2 better than Lemmings, and what percentage would you give them?
3. Is Sonic Drift 2 better than Super Off Road on Game Gear?
4. Do you know any cheats for Super Off Road, Sonic Drift 2 or Lemmings?
Hugo Adams, Dorset
GUS 1. Never ever
2. Never ever
3. Guess so
4. Look do you have these games?

Yes? Then why do you want my scores for them? No? Then why do you want tips for them?

SHEEP

Dear Steve
Please answer my questions
1 How much is the Saturn at the moment?
2 Do you think the price will be lowered by the start of the New Year and if so by how much?
3 What's the cartridge port on the Saturn used for?
4 What's the difference between Virtua Fighter and Virtua Fighter Remix?
5 Is Panzer Dragoon worth buying or should I wait for Magic Carpet?
6 Will they box the Saturn with an RF lead, or are they going to stick with the SCART lead?
7 I'm selling my Megadrive with 9 games including Virtua Racing, Street Fighter, Fifa '95, Landstalker and Chakan, with two three-button pads and one six-button pad. How much do you think I should sell them for?
Paul Mclair, Manchester
GUS £399 with Virtua Fighter
2 I think so, my guess is a £50 before Crimbo
3 At the moment, game development and RAM carts but it's a flexible port
4 Speed, texturing, presentation Not gameplay
5 Magic Carpet will be some time Panzer's cool
6 They'll stick with SCART methinks
7 As much as you can get

SEX

Dear Steve
Congratulations on the new look mag Please answer my questions for me X-Men questions refer to the Sega versions)
1 Being a bit of an X-Men fan, I was wondering which of the three X-Men games should I buy. I like the look of the first one What do you think?
2 In X Men do all the characters have a satisfactory amount of moves?
3 What percentage did you give Virtua Racing?
4 I read an article in a Silica catalogue comparing the 32X to the Megadrive It said the 32X could handle 50 000 polygons per second and the Megadrive could handle none How was it possible for Sega to make Virtua Racing?
5 Does Primal Rage need a six-button joypad?
6 I'm thinking of buying Lethal Enforcers with gun to go with Lethal 2 for £26 is it worth it
7 What's the X-men game with Spiderman in it like? It looks crap
Nick, Gloucester
GUS 1 I'd prefer the second one
2 In X-Men 2 the range is much wider
3 92%
4 The Megadrive needed the help of the one-off SVP chip, a special processor in the cart that explained the £70 tag
5 I'd recommend it
6 I wouldn't recommend it
7 Knocking on a bit is Spidey and the X men. Budget fodder

CANDLE-LIGHT

Dear Steve
Congratulations on your ace magazine The reviews are particularly outstanding and let's not forget the awesome Q&A You are simply essential Sega reading. Now please answer my questions go on!
1 Now that Saturn and Playstation are out, will the price of SNES and Megadrive games decrease rapidly?
2 Is it worth getting Pete Sampras '96 if you have Pete Sampras '95?
3 Are Boogerman, Batman Forever, Judge Dredd and Fever Pitch any good?
4 Will you be having a top 100 or all-time greats game section in your mag soon?
5 Your tips book was good, but there was no tip to defeat Neo Zeed on Revenge of Shinobi. How in God's name do you do it?
6 What are your thoughts on Wayne Gretzky's Hockey, New Adventures of Batman and Robin Mr Nutz 2?
7 Would you please print some Game Genie codes?
8 What's best - Fifa or Fever Pitch?
9 How many games have been released for the Megadrive in the UK roughly?
Paul Davies, Caerphilly
GUS 1 Probably not
2 It's not an essential purchase for Sampras non-addicts.
3 Apart from Boogerman are considerable as buys
4 Perhaps some sort of glossy retrospective but normally in other mags these things are an excuse for laziness
5 Practice, child
6 I thought Gretzky was a pile of ice bull — Time Warner got a bit shirty of that one. New adventures — ooo, Mr Nutz — so-so
7 No. Game genie sucks
8 I prefer Fifa it must be said Steve's a Fever man.
9 About 400-450

BEDTIME STORY

Dear Steve
Would you please answer these questions
1 Is there going to be a Cannon Fodder 2 on the Megadrive?
2 Any news on Streets of Rage 4 and when is it coming out?
3 When is Super Streetfighter I Turbo coming out on Megadrive?
4 Is Earthworm Jim 2 going to be a pile of crap like the first?
5 Why is the next Micro Machines called Micro Machines 2 '96? Why don't they just call it Micro Machines 3 instead of all the '96 crap?
Andrew Moriaty, Warrington
GUS 1 We hoped there would, but I doubt it.
2 No news or indications of a game of that name from Sega
3 Forget that one for a start!
4 Hey — Jim rocks!
5 You have an attitude problem 'Micro Machines 3' is for the big leap forward the next gen

TUCK IN

Dear Steve
I have recently bought Theme Park for the Megadrive. I can't work out how to put the rollercoaster together. Could you tell me please?
Bib
GUS Pritt stick. Works a treat Or try the instruction manual

mega mart

[illegible] Chameleon WO 12 and Tiny [illegible] each Aged Tennis £5 buyer to collect or pay postage and packaging if sent by mail Tel Matt on (01234) 268787

NEED TIPS for Sega Megadrive games? Send 1 stamped addressed envelope to Robert 2 Dumers Lane Bury Lancs BL9 9PQ

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